SpaceGamer FantasyGamer

Oct / Nov 1987
Number 80
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STAR BLAZERS

Complete Game
In This Issue

Also In This Issue:
Star Wars
Origins '87 Report
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FantasyGamer
IS BACK

Space Gamer / Fantasy Gamer magazine is returning well in time for Christmas, and with so much to herald, we want to make sure you get the right gift! Space Gamer magazine has been published for eleven years, and has served Science-Fiction and Fantasy gaming fans faithfully through the years. It is a magazine with a long history, an outstanding reputation, and now it's having a glorious rebirth.

The new Space Gamer / Fantasy Gamer magazine will be appearing in stores and mailboxes throughout the land by December. Issue number 77 will mark a new era of creativity for one of the longest-published magazines in the hobby.

The new Editor is Anne Jaffe, formerly of Game News magazine. Anne is not only one of the industry's most qualified (and esteemed) editors, she is also energetic, organized, devoted, punctual, and has a great eye for the details that make all of the difference in a quality magazine product.

The new Art Director is Vince DeNardo, currently Art Director for both Fire & Movement and Computer Gaming World magazines. Vince is giving Space Gamer / Fantasy Gamer a new look, dynamically improved over previous issues, and an advance for all magazines of this genre.

Even the publisher is giving you more with the new Space Gamer / Fantasy Gamer. An increase in size from 48 to 64 pages (while still keeping the current cover price) is one heck of a fine gesture. They're not stopping there, however, because this notice also includes the following new subscriber deal:

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Space Gamer / Fantasy Gamer

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As a bonus, we'll extend your subscription by one issue for each friend you recruit or buy a gift subscription for. For example, if you recruit two friends and buy a third a gift subscription (*SG/FG* is *definitely* the right gift for any adventure gamer!), then you'd get three extra issues added on to your *SG/FG* subscription!

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SpaceGamer FantasyGamer

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Last issue contained a guest editorial. As I write this, it's too early to have any reader feedback, but I am interested in what you thought about it. This issue contains the *Origins* report and award winners, and a short article about the changes in the voting for the *Origins* Awards.

Last month I was busy counting ballots for the H. G. Wells and Charles Roberts' Awards, the *Origins* Awards. This month I'm giving you the inside scoop on how to fill out your *Origins* ballot to insure that it's worthless. Not ineligible, that's simple -- don't sign your ballot, or send it in late. I'm going to help you fill out the ballot so that everything you vote for, won't count. Don't pretend that you're not guilty, that you're not indulging in a subtle game when you fill out your nominating ballot. I counted those ballots and I know better.

Let's tackle the easy stuff first. Never include company names when you nominate, that way if a similar title is released by two different game companies the person counting the ballots has to guess which game you mean. Never read the ballot instructions until you finish writing up your ballot in ink. That way you can go back and correct it by crossing out and filling the margin with notes written in small, squiggly script. Scan the nomination categories. Then you can go back and draw arrows from what you nominated in one place to the correct category. This results in some truly gorgeous line drawings, especially if you use felt tip pens of different colors. Another easy way to amuse the ballot counter is to pick a game and nominate it in every category. Never vote for a game in the year that it's released. That date on the end of the nomination category is ambiguous. It could mean the year you played the game.

Now that you have a feel for the simpler methods for rendering a vote worthless, it's time to introduce the sophisticated strategies. You will note these are more specific applications of the easy methods. Always abbreviate the game title while omitting the company name. It's best to use abbreviations in vogue in your local gaming group, not the generally accepted ones. This insures that I have no idea what you're voting for. Never check the spelling of a game, even if you have a copy sitting in your shelf. Resist the urge to clarify. Nominate prior winners as well as eligible products. This is a favored tactic for the Hall of Fame Category. Complete your ballot by practicing writing with your left foot. Scribbling doesn't count -- it's too easy. Get your friends involved. Decide on a game and each of you nominate it in different categories. The result is a game nominated in every category.

Be sure to ask questions and make comments right on the ballot. Detailed notes are especially appreciated. Follow these suggestions and next year you can join an elite group, the Academy of Worthless Voters, a wholly owned subsidiary of the Academy of Adventure Gaming Arts and Design.

CONVENTION CALENDAR

Conventions are places to meet fellow gamers, see the latest products, and just have a good time. Find one near you and go. Send a stamped self-addressed envelope to the convention address listed for more information.

OCTOBER 16-18
Contact-5
River City Science Fiction Assoc.
Box 3894
Evansville, IN 47737

OCTOBER 23-25
Octoberfest Gaming
Box 1623
Detroit, MI 48231

NOVEMBER 6-8
Sci-Con 9
c/o Harosfa
Box 9434
Hampton, VA 23670

NOVEMBER 13-15
Earthcon VII
Box 5641
Cleveland, OH 44101

NOVEMBER 27-29
Dragonmeet Baltimore
Games Workshop
231 Park Ave.
Baltimore, MD 21201

FEBRUARY 12-15, 1988
Costume Con 6
112 Orchard Ave.
Mountain View, CA 94043

If you want your convention listed in the Convention Calendar, send the information to Convention Calendar, Space Gamer/ Fantasy Gamer, P.O. Box 8399, Long Beach, Ca 90808. Please send the information 4 to 6 months in advance.

ORIGINS '87

The National Adventure Gaming Convention was held at the Inner Harbor in Baltimore, Maryland from July 2nd to 5th. Convention activities took place in the convention center and hotels surrounding Baltimore's Inner Harbor. An extensive walkway system connects all these facilities to each other so the convention goer feels that all these places are a short walk away. It works. The Convention Center housed the registration area, the dealers room, some open gaming, some seminars, and some events. More Origins events, some open gaming, some seminars, and some events. More Origins events, including open gaming and the auction, were scheduled at three hotels as well as

the convention center.

The event registration lines were crowded around six o'clock each evening when event tickets for the next day's tournaments went on sale. However, a room filled with Macintosh computers running the Dark Castle game was only hundreds of feet away from the event desk. If you used the "buddy system", your wait in line could be entertaining.

Obtaining food was not a problem. There was a concession stand open in the Dealers' Room and at the end of the walkway was the Inner Harbor. The Inner Harbor is a fast food paradise with a variety of food and drink available as well as other shops and a view of the harbor. The prices could be high and the lines for the sit down restaurants long. Especially Saturday the fourth. Not only was food a short walk away, a pizza parlor offered free delivery to the convention sites. Of course, business was brisk. The fourth of July fireworks for the city of Baltimore are held in the Inner Harbor, so all you had to do to see them was fight the locals for a view. Parking was expensive at the nearby hotels. Using the garage in the Hyatt added up to $25 in car care to your expenses, and that's the reduced guest rate. Cheaper parking was readily obtained a couple of blocks away, if you got there early in the day.

Enough local color, back to the games. There were more Australians in the Dealer Room this year. Panther Games, Strategic Studies Group, and Australian Design Group were joined by some smaller companies this year, H-PAC and Monash Games. H-PAC produces Hunter Planet, the all Australian Roleplaying Game. It has a neat premise and looks like a lot of fun. Monash Games manufactures a space boardgame called Orion. Breakout magazine was present and covering the convention as well.

Another noteworthy item about this years Origins was the number of contests offering the winners lots of bucks. Panther Games sponsored a Warlords of the World Tournament. The winner of the Warlords event won a trip to Australia to play in the Games 1988 convention at Melbourne in April. Second prize was 200 Australian dollars, third prize 100 Australian dollars worth of Panther Game merchandise. If that doesn't perk you up, perhaps the World Boardgames Championships with $5,000 in prizes may energize you. The World Boardgames Championships was sponsored by Australian Design Group, Diverse Talents, Inc., Game Designers' Workshop, JEDKO, Victory Games, West End Games, World Wide Wargames, and the Avalon Hill Game Company. The entry fee was $20 and the participants had to know how to play six of the following; A House Divided, Persian Gulf from Game Designers' Workshop, Air Cav, South Mountain from West End Games, Storm over Arnhem, the Russian Campaign, Victory in the Pacific from the Avalon Hill Game Co., NATO from Victory Games, Chickamauga from TSR, and Napoleon & Archduke Charles from World Wide Wargames. The prizes were awarded as follows: First - $2500 and a trophy, Second - $1000 in prizes and merchandise, Third - $500 in prizes and merchandise. Plus other prizes. Who says you can't make money at this hobby?

Computers are becoming commonplace in the Dealers Room. Panther Games was demonstrating Fire Brigade. Microprose had Pirates up and running and Strategic Simulations had three computers running their latest including Gettysburg, the Turning Point. Garde was showing High Seas, along with Blue Powder Gray Smoke. In addition to the computer games being demonstrated by manufacturers, the General Electric Network for Information Exchange (GENIE) was offering a demo of Air Warrior, an online interactive flight simulator game. If you didn't want to play with the computers they were giving away frisbees.

Several book publishers were represented in the Dealers' Room this Origins. The Naval Institute Press featured Sea Battles in Miniature: A Guide to Naval Wargaming, a book for the miniatures player and their magazines, Proceedings and Naval History. Avery Publishing Group was showing the West Point Military History Series. This ten book series is a detailed study of the history of strategy and tactics from ancient times to the Arab-Israeli wars. Some of the books have a separate campaign atlas that accompanies the book.

TSR had three new items for the show; Onslaught, a lightening game; Chase, a strategy game; and the AD & D Manual of the Planes. Steve Jackson Games had GURPS Horror, the AADA Road Atlas and Survival Guide Volume One: The East Coast, Kill stickers and Illuminati pins. R. Talsorian Games had Stupid Fantasy for Teenagers from Outer Space. FASA Corp was surrounded by BattleTech products and a large tilting BattleTech display. The new release for the show was Reinforcements for BattleTech. MechForce the official BattleTech fan club was in the booth beside FASA and selling nifty pins. Twentieth Century Imports was offering plastic model kits of BattleTech Mechs packaged two to a box with a scenario. They were also selling Starblazers and SF3D kits. Grenadier Publisher, Jeffrey Tibbetts announced the formation of a new company called Pacific Rim Publishing Co. which would publish the Grenadier and two new magazines, BattleTechnology and Counterattack. BattleTechnology under license from FASA Corp. will be edited by William Keith, Jr. and feature BattleTech. Counterattack will be a wargame magazine with a game in each issue.

Origins '87

The auction crowd considers a purchase.

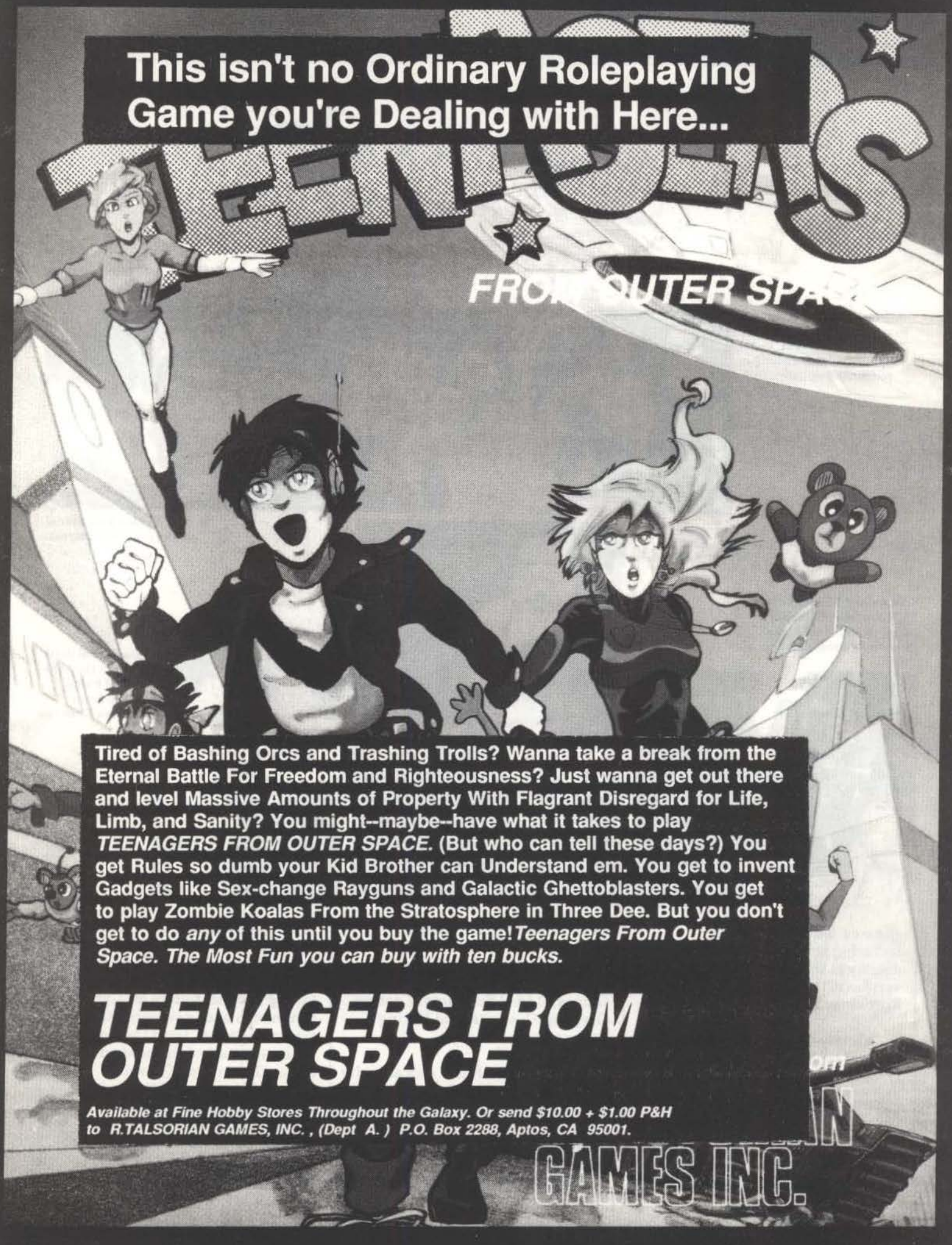
The Alamo, a popular miniatures event.

Lot's of gamers examine the new releases at the GDW booth.

Steve Jackson, (left, behind table) at the Steve Jackson Games booth.

Gamers line up for event registration.

West End Games previewed the upcoming release of the Star Wars Roleplaying Game with the presence of Imperial Stormtroopers walking the Dealers' Room in addition to the pictures and information in the booth. The Stormtroopers were wearing authentic uniforms on loan from Lucasfilms. Their blasters did raise the eyebrows of the local police, but an understanding was reached and the troopers were carrying their blasters in the Dealers' Room. Also at the West End booth were Soldiers, a boardgame of western front World War II man-to-man combat, and the second edition of Paranoia which the Computer says is more perfect than the first edition. I trust the Computer. The Avalon Hill Game Company released Platoon, based on the movie, Yanks and Hedgerow Hell, Advanced Squad Leader and Deluxe Advanced Squad Leader, Patton's Best boardgame, and Britannia, a boardgame for control of Britain from 43AD to 1066, for Origins. Game Designers' Workshop also brought lots of new products, Scorched Earth for Europa, Bastogne, miniature rule, Harpoon third edition miniatures rules, Beanstalk, Traveller: 2300 module, and the latest issue of Challenge. There was also a 10th birthday celebration of traveller with cake and candles. And of course Diverse Talents, Inc. was there with the latest issues of Fire and Movement, Space Gamer/Fantasy Gamer, and their sensational seller, Battleplan. Games Workshop released a board-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Origins '87

The "Men / Women-in-Black" deliver the Charles Roberts & H.G. Wells Awards for the presentation ceremony.

A board game holds most of the players' interest.

A stormtrooper from Star Wars, courtesy of West End Games.

The Award Winners are kept confidential until announced. Would you give these people a hard time?

Lou Zocchi (left) accepts the 1986 Hall of Fame award from Charles Roberts.

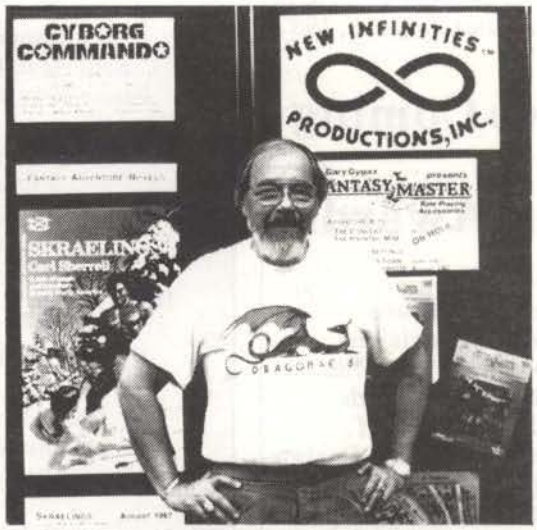
game called Rogue Trooper featuring genetic infantrymen. On display at the booth was a painted version of their new release, Balrog Encounter at Khazad Dum.

Victory Games previewed Central america at the show. Omaha Beachhead, a boardgame and Silver Star for Ambush were available. The reformatted Wargamer was available with a feature on Central america. This years featured artist was David Martin who did the cover art for the convention program. Lots of miniatures manufacturers were present, Ral Partha, Grenadier, GHQ, Greenfield Garrisons, Enola Games, C-in-C Soft Metal Casting, Grey Cat Castings, and Viking Forge among others.

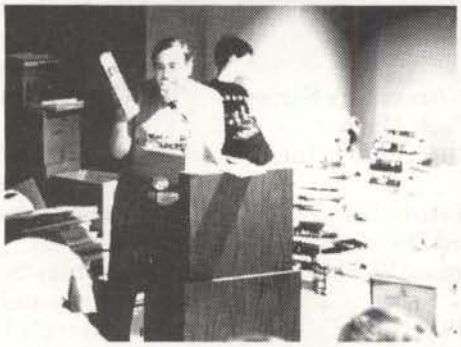
The Dealers' Room was actually a room and a half with some of the booths and all the demo areas and seminar rooms in the second room. Among the companies in this room were Mayfair Games with their releases for the show Giants, a supplement in the Role-Aids line, Mad Rook's Gambit and Legion of Super Heroes II: The World Book for DC Heroes. New Infinities was taking advance orders for Cyborg commando and previewing their fantasy settings. Gord the Rogue books also part of the product line are available. Iron Crown Enterprises released Beyond the Core for Space Master and Rivendell a Middle-earth Role-playing adventure. Ragnarok had Siege and Fortress, a fantasy supplement, the new format for the

Origins '87

The floor provides the bestgame surface for this group.



Gary Gygax at the New Infinities booth.



Bill Jaffe, the auctioneer, tries to get some breathing room by selling all those games.

Greg Stafford of Chaosium demonstrating the Pendragon game.

The DTI booth, manned by Jeff Albanese, fantasy editor for Space Gamer and Alan Emrich, the publisher.

Ysgarth system and announced a new edition to the Challenge Tomorrow. Also available at the Ragnarok booth was Gateways magazine which covers both comics and gaming. Horizon Games was demonstrating Spectre 1027 AD. It's similar to chess with terrain and interchangeable boards. Milton Bradley was previewing Shogun, and selling second edition rules for Axis & Allies.

The auction room at the Lord Baltimore Hotel was small and packed most of the time. The computer suffered from claustrophobia resulting in additional duty for auction staff. The Friday night GAMA meetings for site selection for future Origins tentatively awarded 1990 to DragonCon in Atlanta. Next year will be a combined Origins and GenCon in Milwaukee, 1989 will be a return to Los Angeles. The current GAMA officers were re-elected. Frank Chadwick of Game Designers' Workshop and Darwin Bromley of Mayfair Games were elected to the board of directors. The Charles Roberts and H G Wells Awards were presented on Saturday evening. Charles Roberts presented the boardgaming awards. The men and women in black assisted in the awards ceremony. The winners are listed separately.

An enjoyable convention is the verdict. Lots of new gaming stuff to see and do. Did I mention the local Photon? The shops and view of the Inner Harbor provided a nice break when needed.

The Academy of Adventure Gaming Arts and Design announced the winners of the H. G. Wells and Charles Roberts awards are presented for outstanding achievement in boardgames. The awards are presented annually at Origins, the national adventure gaming convention. The awards for 1987 were presented at Origins' 87 held in Baltimore, Maryland July 2-5, 1987.

Changes Coming to Origins' Awards

The Origins' Awards are undergoing sweeping revisions beginning with the 1987 awards presented in 1988. The Awards Committee of the Academy of Adventure Gaming Arts and Design met during the Origins' convention and approved the following proposed changes:

Name - The awards will be known as the *Origins' Awards.*

Committee - The awards committee will be expanded to fifteen members. Three each in the areas of boardgaming, role-playing, miniatures, play-by-mail, and computers.

Catagories - There are both consolidations and expansions of categories. The number of awards will remain the same. Written guidelines for the categories are being prepared.

Balloting - The nominating ballot will be voted on by the members of the Academy of Adventure Gaming Arts and Design with the final ballot a popular vote. The Hall of Fame will be voted by members of the academy only. In order to vote on the final ballot, a gamer will need to become a supporting member of the Origins' convention. For a small fee, the Origins' host would send a pre-numbered ballot, that would be returned to the Awards' Committee chairperson. The fee would pay for mailing of the ballot and the mailing of the convention program.

Origins' 87 AWARDS

THE H. G. WELLS AWARDS FOR OUTSTANDING ACHIEVEMENT IN MINIATURES AND ROLE-PLAYING GAMES

Best Historical Figure Series,
American Civil War Line
Stone Mountain Miniatures

Best Fantasy/Science Fiction
Figure Series
Fantasy Lords Line
Grenadier Models

Best Vehicular/Accessory Series
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Ral Partha Enterprises, Inc.

Best Miniature Rules
Command Decision
Game Designers' Workshop

Best Role-Playing Rules
Ghostbusters
West End Games, Inc.

Best Role-Playing Adventure
Going Home, Twilight: 2000
Game Designers' Workshop

Best Role-Playing Supplement
BattleTech Technical Readout
BattleTech, FASA Corp.
and
Cthulhu by Gaslight
Call of Cthulhu
Chaosium, Inc.

Best Professional Role-Playing Magazine
The Dragon
TSR, Inc.

Best Professional Miniatures Magazine
The Courier
The Courier Publishing Co.

Best Play-by-Mail Game
It's a Crime
Adventures by Mail

Best Fantasy/Science Fiction Computer Game
Bard's Tale II
Electronic Arts

Best Screen Graphics in a Computer Game
Gunship
MicroProse Software, Inc.

THE CHARLES ROBERTS AWARDS FOR OUTSTANDING ACHIEVEMENT IN BOARDGAMING

Best Pre-20th Century Game
Chickamauga
West End Games, Inc.

Best 20th Century Game
Fortress America
Milton Bradley Co.

Best Fantasy/Science Fiction Game
Kings & Things
West End Games, Inc.

Best Professional Boardgame Magazine
Wargamer
World Wide Wargames, Inc.

Best Military/Strategy Computer Game
Gettysburg, the Turning Point
Strategy Simulations, Inc.

Best Amateur Adventure Gaming Magazine
The Midwest Wargamers' Association Newsletter
Hal Thinglum

Best graphic Presentation

Korean War
Victory Games, Inc.

Hall of Fame, 1986
Lou Zocchi

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Traveller: 2300 plays against a background of Earth 300 years after the cataclysm of the Third World War. Set in a world where nations still clash, civilization has crawled back to its prewar levels, and then beyond. The world is dominated by the Third French Empire. Earth's hundred nations have colonies among the stars. First contact happened long ago, and commerce with alien intelligences is now commonplace.

But exploration still goes on. The conquest of the stars has just begun.

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Playable realism. Many games which are realist c can't be played; most playable games aren't terribly realistic. **Traveller: 2300** is both at once, balancing exquisite detail with simple, accurate game systems.

The heart of **Traveller: 2300** is its task resolution system. With it, the referee has a plethora of examples and precedents to use in any situation, and the players have a reasonable idea what their options will be on any given task. Rules cover all aspects of conflict resolution from arguments to all-out battles. Detailed character generation, starship operations and combat, and economics make **Traveller: 2300** the state of the art in science fiction role-playing. If you're playing anything else, you're behind the times.

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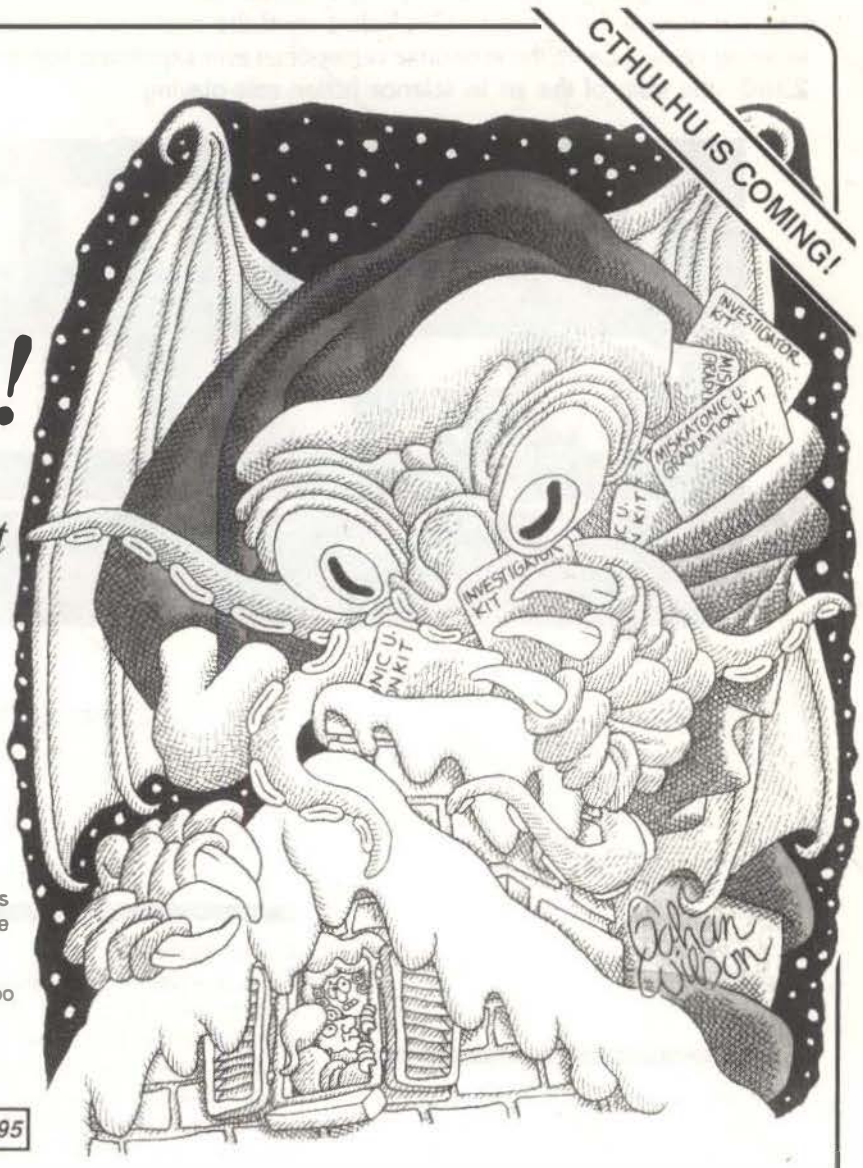

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This is the place to discover what's new in gaming products. There will be a list of scheduled releases from the manufacturers. Short write-ups of new products and events will be included to help make your gaming more enjoyable.

New Releases

These products are scheduled for late Summer and early Fall of 1987. Last minute changes and delays are possible.

Chaosium, Inc.
- *Prince Valiant*, The Storytelling Game
- *Investigator's Kit*, Cthulhu Kit

Columbia Games, Inc.
- *Cities of Trierzon*, Trierzon
- *Red Circle*, Tunnels & Trolls solo adventure

Game Designers' Workshop
- *Mission Beyond Arcturus*, Traveller: 2300
- *Tariffs*, Traveller
- *Chieftain*, Assault Series
- *Command Decision: Modern*

Games Workshop US
- *Dwarf Chariots*, miniatures set
- *Elfs*, Warhammer Battle System
- *Death on the Reik*, scenario pack, Warhammer Fantasy supplement
- *Talisman Dungeon*, Talisman supplement
- *Wyvern*, miniature
- *Block Mania*, boardgame
- *Bloodbowl Expansion set*
- *Judge Dredd Companion*, Judge Dredd Role-playing supplement

Iron Crown Enterprises
- *The Cignus Conspiracy*, Spacemaster adventure
- *Wings of the Valkyrie*, adventure for Champions, Danger International, Super Agents
- *The Lost Realm*, of Cardolan, Middle-earth role-playing
- *Teeth of Mordor*, Fortresses of Middle-earth
- *Rolemaster Companion II* Rolemaster Rules Supplement
- *Assassians of Dol Amroth*, Middle-earth Roleplaying adventure

Mayfair Games, Inc.
- *Green Arrow*, DC Heroes adventure
- *Booster Gold*, DC Heroes adventure
- *Fez I*, Role-Aids

MicroProse Software, Inc.
- *Project: Stealthfighter*, Commodore 64/128
- *Airborne Ranger*, Commodore 64/128

Rafm, Inc.
- *American Plains Line*
- *Demons of Darkness Line*
- *Wanderers and Warriors Line*

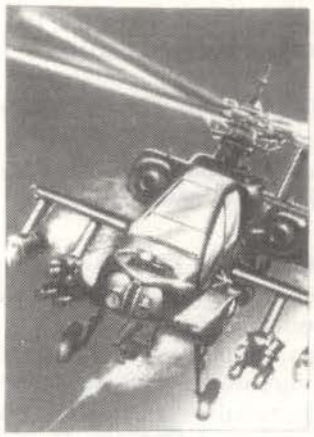
Ragnorok Games
- *PsychoticSettings*, Kamp Killjoy
- *Dark Continents*, London by Night
- *The Challenge Tomorrow*, new edition
- *Worldcraft*, Ysgarth
- *Company Man*, Challengers supplement
- *Guns at Noon*, Challenge Tomorrow supplement
- *Black Altars*, Ysgarth adventure

Ral Partha Enterprises, Inc.
- *Light Lance*, BattleTech Line
- *Assault Lance*, BattleTech Line
- *House Kurita Infantry Pack*, BattleTech Line
- *House Davion Infantry Pack*, BattleTech Line
- *Wraith*, Ral Partha Imports
- *Lizardmen*, Ral Partha Imports
- *Gladiators*, Ral Partha Imports
- *Female duelist with two swords*
- *Duelist with two swords*

TSR, Inc.
- *The Best of Intentions*, D&D Immortals Module
- *The Principalities of Glantri*, D&D Gazatteer
- *Legacy of Blood*, D&D Companion Module
- *Bestiary of Giants and dragons*, D&D Accessory
- *Realms of Horror (SI-4)*, AD&D Supermodule
- *Under Illetarn*, AD&D Module
- *Waterdeep and the North*, AD&D Forgotten Realms Sourcebook
- *Adventures Book*, AD&D Dragonlance
- *Reap the Whirlwind*, Marvel Super Heroes Campaign
- *The G4 File: Guns, Godgets, and Getaway Gear*, Top Secret Accessory
- *Operation Spitfire*, Top Secret module
- *Gammarauders*, Game of Bioborgs of the Future

West End Games, Inc.
- *Star Wars: The Roleplaying Game*
- *The Star Wars Sourcebook*
- *Star Warriors*, boardgame
- *Star Wars Campaign Pack*
- *Tatooine Manhunt*, Star Wars adventure

Gunship by MicroProse Software is now available for the IBM. Other news from MicroProse Software concerns a change in the company's name MicroProse Software and MicroPro International reached an agreement settling the trademark suit filed by MicroPro International MicroProse Software has one year to change its name.



GUNSHIP

Nova Enforcement Services Institute offers official looking, laminated identification badges. For $6.00 and a passport size photo that you supply you can have a KGB ID. Also available at Origins was Smurf Exterminator. Write for a catalogue to: Nova Enforcement Services Institute, 300 S. Park Avenue, #550, Pomona, CA 91766.

Want to play games on the wall? Shield laminating is offering counter magnets that will hold 1/2" square counters on a vertical surface. With enough of these and some sheet metal you could play Europa without rearranging all the furniture. Shield Laminating, 2508 N.W. Blvd., Columbus, OH 43221.

Get your Star Wars 10th Anniversary poster by John Alvin. For information, send a stamped self-addressed envelope to: Mind's Eye Press, PO Box 491449, Los Angeles, CA 90049, Attn: Star Wars.

Speaking of tenth anniversaries, this year is also the 10th year of Traveller. Seeker is offering a commemorative poster by William Keith, Jr. Seeker produces a series of deck plans and short adventures for the Traveller system. Seeker, PO Box 337, Finley, ND 58230.

A **Traveller** fanzine called *Continuum* is published quarterly, or more often, by Herb Petro, PO Box 1515, Belmont, NC 28012.

The **Fez I** module is being re-issued by Mayfair. The second edition will contain some revisions in addition to new cover art.

American Fantasy magazine covers contemporary fantasy and horror. They feature fantasy artists, interviews, fiction, even a gaming column by Greg Gorden. For more info: American Fantasy, PO Box 41714, Chicago. IL 60641.

Are you intrigued by those comic book games, but lack the feel for the super hero character? You could start by buying a lot of comic books. or invest in **You Too Can be a Superhero** by Steve Perrin. If your local comic store doesn't carry it, contact Movie Publishers Distributors, Inc., 8399 Topanga Canyon Blvd., CA 91304.

GEnie, the General Electric Network for Information Exchange, offers many services including multi-player games for $18 sign on fee, no monthly minimum, and $5 per hour non-prime rates for 300 or 1200 baud. 1-800-638-9636.

West End Games distributed a news-letter called Tank Leader Reports at Origins. The eight page booklet features articles by John Hill and scenarios for both **East** and **west Front Tank Leader.** Extras may be available at West End Games, 251 W. 30th St., NY, NY 10001.

The revamped **Wargamer** magazine debuted at Origins. The magazine will no longer feature a game in each issue, but will be published six times yearly, have a cover price of $4, and contain 64 pages. World Wide Wargames, PO Box F, Cambria, CA 93428.

The second edition rules for **Axis and Allies** are available for $2 from Milton Bradley Co., CO Dept., 443 Shaker Road, Longmeadow, MA 01028.

Adventure Gamers Worldwide is a new organization advancing the hobby through the promotion of local gaming clubs. They plan a bi-monthly newsletter, Outreach, and a company product discount program. Adventure Gamers Worldwide, c/o Christopher Cummins, 11395 Columbia Pike #C 12, Silver Springs, MD 20904.

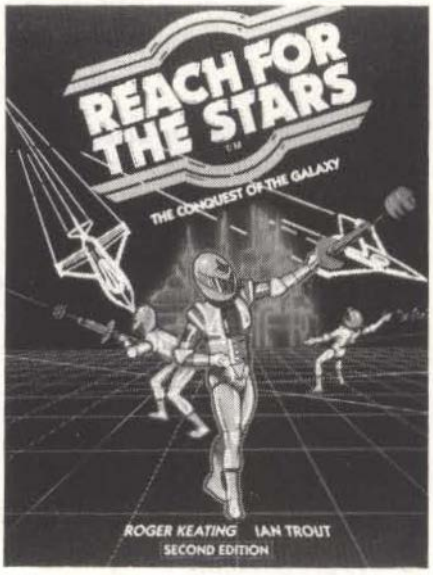
Different Worlds Publications announced a new edition of MAR Barker's **Empire of the Petal Throne** and the **Tekumel Sourcebook.** Look for news and articles on Tekumel in Different Worlds Magazine. Different Worlds Publications, 2814-19th St., San Francisco, CA 94110.

Leading Edge Games offers a compact miniatures carrying case for $4.95. The case is plastic with foam inserts, 8-1/4 by 5-1/4 by 1-1/4", and holds up to 25 figures. Leading Edge Games, PO Box 70669, Pasadena, CA 91107.

Mechforce is the official **BattleTech** Fan Club. For $15.95 you receive an official BattleTech cap, your favorite house patch, campaign ribbons, ID card and BattleTech quarterly. Mechforce, 1200 S. Brand Blvd., #3, Glendale, CA 91204.

Capitol is a new play-by-mail game from Adventures by Mail. It's a space warfare game that keeps player interest alive by featuring advanced rules which come into play around turn twenty. Adventures By Mail, PO Box 436, Cohoes, NY 12047.

Looking for a play-by-mail game that is not computer assisted? **SABRE** from Pace is completely human moderated game of super agents. Pace, PO Box 702, Middletown, PA 17057.



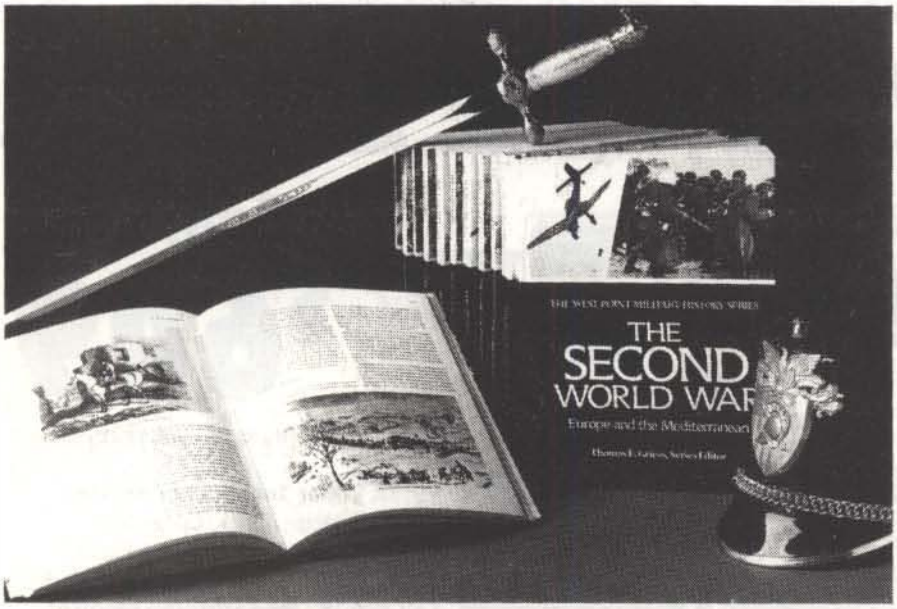
Strategic Studies Group announced the third edition of **Reach for the Stars** in October. It will be for the MacIntosh, IBM and Amiga.

Twentieth Century Imports manufactures a line of Plastic BattleTech figure sets. Each set contains two mechs with the technical diagrams and specs and a scenario. Twentieth Century Imports, 4732 Pearl Street, Boulder, CO 80301.

Looking for scenarios for your **Carriers at War** game? Strategic Studies Group publishes a house journal called *run 5* that has scenarios for all the SSG games. *run 5* is published quarterly. Strategic Studies Group, 1747 Orleans Ct., Walnut Creek, CA 94958.

Destiny is a play-by-mail game that lets the players design some of the alien races they encounter. BP Enterprises, PO Box 080003, Staten Island, NY 10308.

Crack of Doom is a play-by-mail game set in a fantasy world. The company is looking for playtesters for a new game called CTF 2187 which features Battle Bots. Advanced Gaming Enterprises, PO Box 6339, Fullerton, CA 92634.



The West Point Military History series is available in paperback from the Avery Publishing Group, or through the Gaming House in Pasadena California. The series includes a study of warfare through the ages, divided by period, and beginning with the age of Napoleon a separate atlas for the period. Books and atlases cost $18-20. Avery Publishing Group, 89 Baldwin Terrace, Wayne, NJ 07470, or The Gaming House, 1190 E. Colorado Blvd., Pasadena, CA 91106. Phone: 1-818-449-9107.

Looking for an out of print game or magazine? The Weekend Warrior, 8116 VanNoord Ave., N. Hollywood, CA 91605.

Gateways magazine covers gaming and comic books. Gateways Publications, Inc., JAF Box 965, NY, NY 10116.

Ragnarok Games announced the new edition of **To Challenge Tomorrow** will contain extensive revisions and will feature a new format. Ragnarok Games, 1402 21st St. NW, Washington, DC 20036.

Jeffry Tibbetts & Sons, the publisher of *Grenadier* magazine announced a change in the company's name and several new magazines. The new company is Pacific Rim Publishing Company. The two new magazines are *BattleTechnology* under license from FASA Corp and *Counterattack*, the magazine for wargamers. BattleTechnology will provide articles on **BattleTech** and **MechWarrior**, and news from MechForce, the official BattleTech fan club. The editor will be William H. Keith, Jr.

Counter Attack will be a bi-monthly wargame magazine with a game in each issue. The game editor will be Jon Southard. Pacific Rim Publishing Company, 3833 Lake Shore Ave., Oakland, CA 94610.

Elysian Fields Flexible Overlays are available in hex, square, and combination grids. The overlays can be placed on top of any surface, meaning you can use any map or drawing for game campaigns. You can even change the scale by using a different overlay. There are also areas of effect material for delineating spell effects. Britton Designs, 5131 S. Blackstone Ave., Chicago, IL 60615.

Diplomacy players, there are always opponents when you play-by-mail. Two publications containing lists of gamemasters as well as articles on the game are: *Masters of Deceit*, c/o Steve Arnawoodian, 602 Hemlock Circle, Lansdale, PA 19446, and *Supernova*, c/o Bruce Linsey, 73 Asuelot, #3, Dalton, MA 01226. Both cost $1.00.

Militar is a newsletter for the gamer in the Philadelphia to Washington, DC region. Published 10 times per year, the Militar plans to promote the adventure gaming hobby by running regular columns on clubs in their region, and what's popular at those clubs along with the latest information on what's available. Subscriptions are $7.95 per year. Beawulf Games, PO Box 20112, Baltimore, MD 21204.

Posters featuring astronomy, science fiction, aerospace, fantasy, japanimation, and more are available from Space Station Studios. A dollar gets you a catalogue. Space Station Studios, 451 Moody Street, Suite 138, Waltham, MA 02154.

The latest in the Off the Wall Armies collection is called Something Fishy. The line is styled after renaissance Europe and features those creatures with fins. Grey Cat castings, PO Box 43693, Austin, TX 78745.

Do you have a rules question about **GURPS** or **Car Wars**? Send a stamped, self-addressed envelope to the designated authority at Steve Jackson Games for clarification. **GURPS** questions should be addressed to David Ladyman while Norman Banduch handles **Car Wars** inquiries. Both can be reached at Steve Jackson Games, Box 18957, Austin, TX 78760.

The Dwarven Stonecutter offers building kits and parts for assembling your 15mm or 25mm diorama or scene. For more information, The Dwarven Stonecutter, PO Box 241, Fawns Grove, PA 17321.

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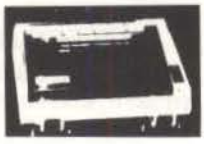

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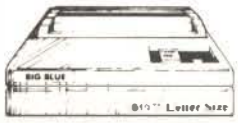

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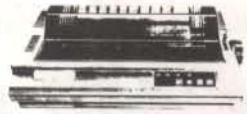

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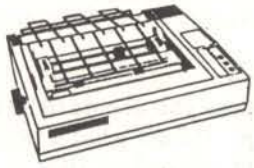

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STAR WARS®

WEST END GAMES

This October, ten years after the release of the hit motion picture **Star Wars**, *West End Games releases* **Star Wars: The Roleplaying Game.**

Here's a sneak preview of the game -- taken from the game as it went to press. These passages reveal just a bit of what you'll find in the rule book, which is written for gamemasters and players alike. These excerpts show what types of things are covered, how rules and examples are written, and give you a taste of the tone and style used in the game.

FROM THE OPENING

A long time ago in a galaxy far, far away...

The Old Republic was the Republic of legend, greater than distance or time. Once, under the wise rule of the Senate and the protection of the Jedi Knights, the Republic did thrive and grew. But as often happens when wealth and power pass beyond the admirable and attain the awesome...

Having exterminated through treachery and deception the Jedi Knights, guardians of justice in the galaxy, the Imperial governors and bureaucrats prepared to institute a reign of terror among the disheartened worlds of the galaxy...

But a small number of systems rebelled at these new outrages. Declaring themselves opposed to the New Order they began the great battle to restore the Old Republic...

FROM THE RULES INTRODUCTION

Join the Rebellion and Save the Galaxy!

Get ready to experience the vast scope and sweeping power of the greatest space fantasy of all time! **In Star Wars: The Roleplaying Game**, you take the part of the character in the *Star Wars* universe, struggling against the awesome might of the evil galactic Empire. You fly faster-than-light spacecraft, trade blaster fire with Imperial stormtroopers, fight lightsaber duels, and tap the mystic Force which binds all living things together. You live in a galaxy of a billion suns, a billion star systems each with its own wonders and dangers to explore. You live in a universe of dire peril, where freedom fights desperately against the eternal night of tyranny and oppression. You will be faced with overwhelming odds, hard choices, impossible challenges -- but if you are brave and true, you may triumph, for the Force is with you always.

PART OF CHARACTER CREATION

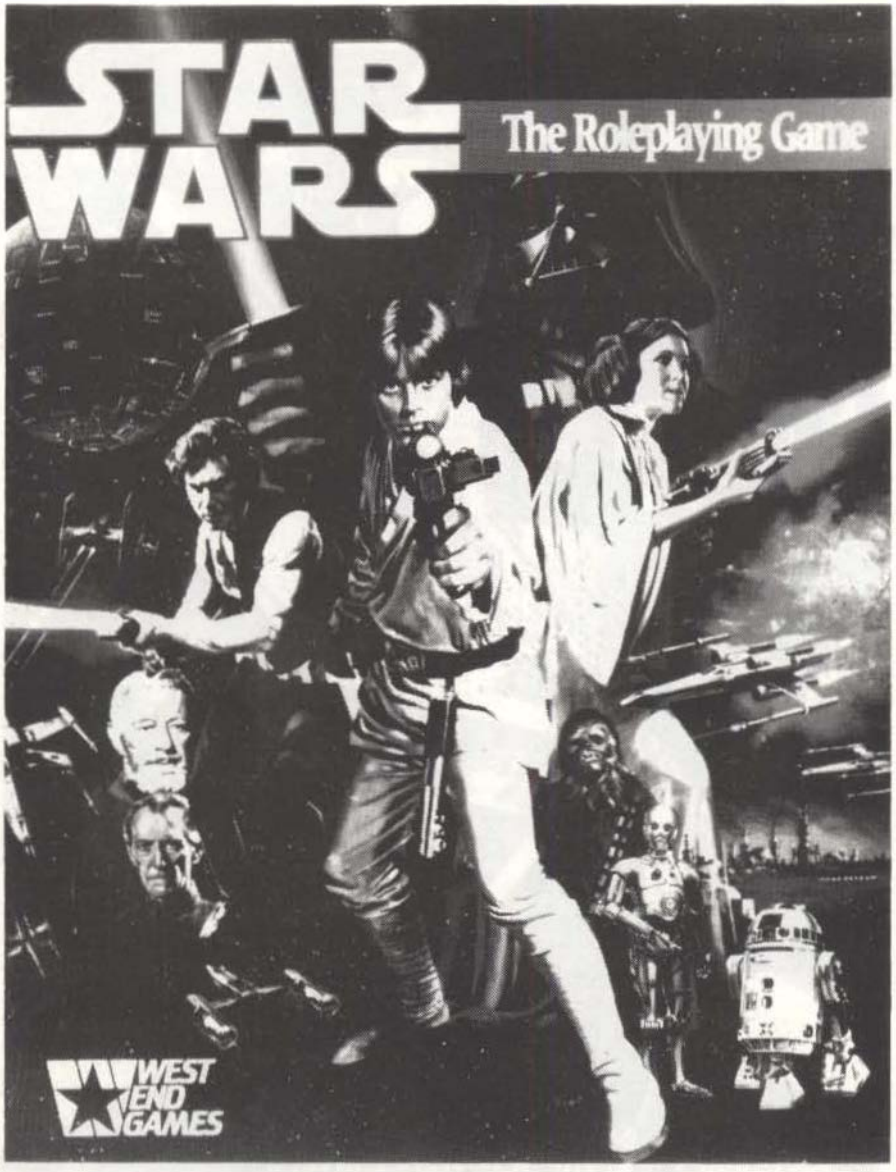
A character template is the only outline -- you have to flesh it out. For example, there are a lot of smugglers in the *Star Wars* universe. Han Solo is one (and a very good one), but there are plenty of others. That's why we include a Smuggler template. But every Smuggler is a little different from every other Smuggler, you must decide exactly what your character is like...

Suppose you decide to be a Smuggler. Here's what a typical Smuggler might look like:

Name: Roark Garnet
Player: Irwin Thomas
Height: 6'
Weight: 180 pounds
Sex: M
Age: 28

Appearance: Pancil-thin mustache; leather jacket, jeans, and boots; in good shape; always wears a blaster in a worn, leather holster.

Personality: You're tough, smart, good-looking, and cynical. You're a fine pilot and a good



Star Wars: The Roleplaying Game
144 page hardcover book, with
16 color pages.

businessman. Mostly you want to hit it big and be left alone by scum, both criminal and official.

A Quote: *"I don't have the money with me."*

Additional Skills:

Brawling:	4D
Blaster:	5D+1
Dodge:	4D+1
Starship Plotting:	5D+2
Bargain:	4D

One of the important parts of character generation is deciding how and why the player characters know each other. In the *Star War* movies, the main characters never let each other down. Luke even breaks his training as a Jedi in order to rescue his friends. It's important for the player characters to have the same kind of feelings about one another...

Gamemaster: Okay, we've got a Kid and a Bounty Hunter.

Bounty Hunter: Oh, no. Not another obnoxious brat...

Kid: Ah... I was thinking of playing this one a little differently. Like, a properly-brought-up, Upper Class British kid. You know, reserved, intelligent, eager for adventure.

Bounty Hunter: Well... okay. But how would I know him?

Gamemaster: Um... he's an orphan?

Kid: Yeah! I'm a poor orphan lad...

Bounty Hunter: Orphaned by Imperial troops.

Gamemaster: You found him homeless on Farstine, the methane world, during the Imperial occupation. He was out of money and down to fifteen minutes of oxygen...

Kid: But remained dignified.

Gamemaster: You were taken by his good manners even in misery...

Kid: And I was glad to find a protector, even one so rough.

Bounty Hunter: Rough, but with a heart of gold.

Gamemaster: And a soft spot for... a kid like your younger brother who died at an early age?

Bounty Hunter: Well, okay, but I never tell the Kid I had a younger brother.

Star Warriors
Boxed starship-to-starship combat game.

Gamemaster: Right! A secret hurt you keep even from those closest to you.

ABOUT USING SKILLS

Sometimes you use an attribute or skill against someone who's using the same attribute or skill (or a different one) to resist you.

As the bathysphere spun crazily through the massive planet's viscous atmosphere, dropping ever downwards toward the striated clouds far below, Roark Garnet and the last remaining Imperial wrestled desperately for control of its wheel.

The Imperial's strength is 2D + 2; Roark's is 3D. Roark's player rolls-- and gets an 8. The game- master rolls for the Imperial -- an 11.

Elbowing Roarke aside, the Imperial grabbed the wheel and spun it, trying to regain control and set the craft back on course. "Curse you, Rebel," he cried. "There's a thousand atmospheres out there! The hull can't stand much more. Let me fly this thing, or we're all dead men!"

Most of the time, you aren't trying to beat anyone else. In this case, the gamemaster assigns a *difficulty* number to the task. If your roll is equal to or greater than the difficulty number, you succeed.

Suddenly, Roark felt a hundred kilos heavier. Clutching the wheel, he remained erect, but every moment standing was an effort. "The repulsors," he said. "We're exposed to the planet's full gravity."

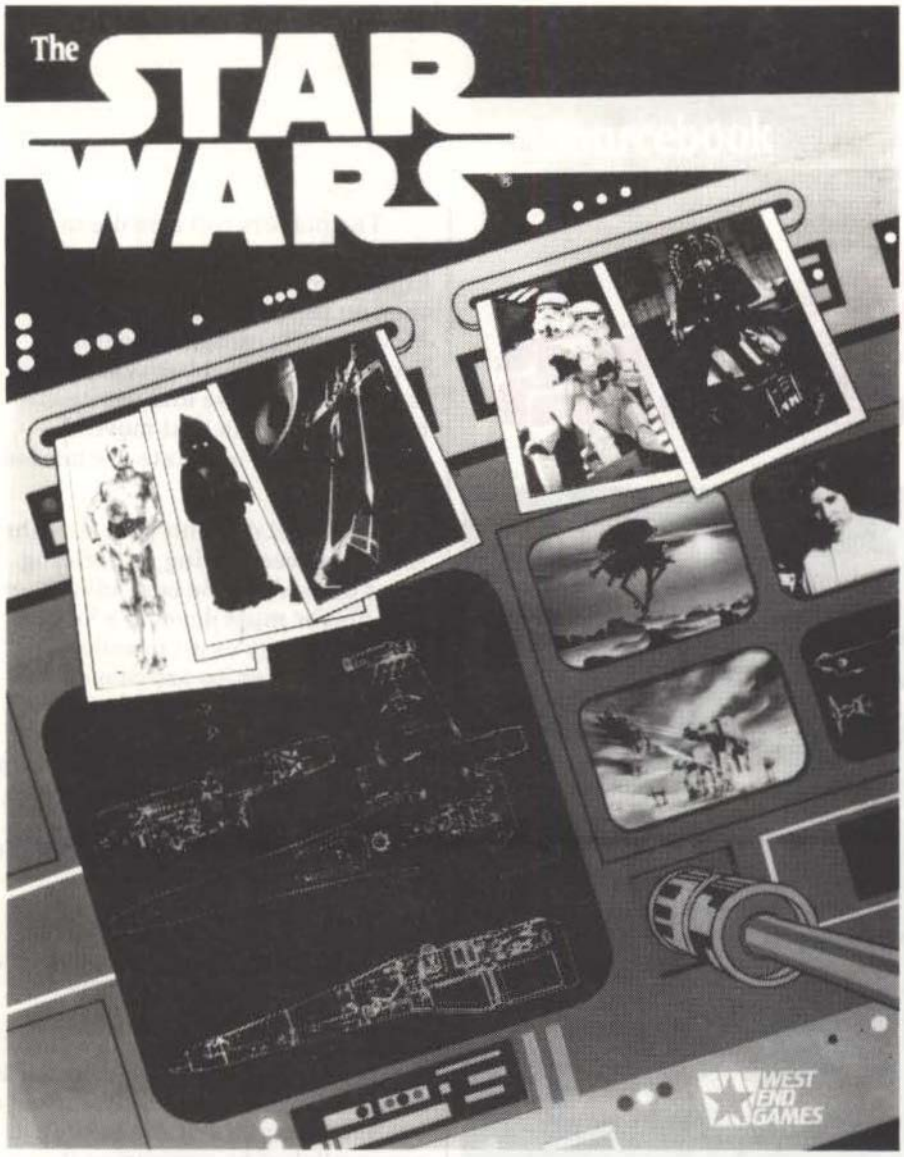
The Imperial lay carefully down on the deck. "We're doomed," he said. "Trapped on a gas giant beneath the cloud layer. We're doomed." The hull creaked ominously.

"Shaddap," said Roark. "Where do you keep the impulsors on this thing?"

ABOUT THE FORCE

Control: You can use the control skill to control the Force inherent in your own body. By doing so, you can control your own hunger, pain, thirst, and exhaustion. You can help your immune system defeat poisons and diseases. You can accelerate your body's natural healing abilities, heighten your natural alertness, or, put your body in a hibernating trance.

Sense: If you have the sense skill, you can "feel" the ebb and flow of the Force, sensing the bonds



The Star Wars Sourcebook
144 page hardcover book, 2 colors throughout.

that connect all things. You can read the feelings of others, heighten your own senses, and tell how badly damaged or diseased an organism is.

If you possess both the sense and control skills, you can combine them to read minds, project thoughts and feelings into the minds of others, and see the past, present, and possible futures.

Alter: If you have the alter skill, you can move objects with your mind alone. If you possess both control and alter, you may do to the bodies of others what you can do to your own-- help them withstand pain, fatigue, hunger, and thirst; accelerate healing; and so on.

If you possess all three Force skills, you can change the contents of the minds of others, causing them to see what is not there, remember things incorrectly, or come to false conclusions (e.g., "These are not the Droids you're looking for.").

Other Skills? It is rumored that there are skills beyond the first three. Historical records say the ancient Jedi Knights had powers far beyond the ken of modern life. But since their august order has disappeared from the galaxy, the methods they knew and disciplines they used are now unknown.

West End organized **Star Wars: The Roleplaying Game** into three parts: a player section, a gamemaster section, and an adventure section. The rules cover skills and attributes, combat (including optional combat rules), starships and starship combat, the Force, and Droids. The book also includes a solitaire adventure, extensive gamemastering guidelines, a complete multi-player adventure, "Rebel Breakout," and two chapters on how to design and run your own *Star Wars* adventures.

West End will release a compatible ship-to-ship combat game, *Star Warriors*, at the same time. A few weeks later, they plan to publish the *Star Wars Sourcebook*, a compendium of detailed information covering all aspects of the *Star Wars* universe.

We hope you enjoyed your brief tour of duty with the Rebellion-- and may the Force be with you.

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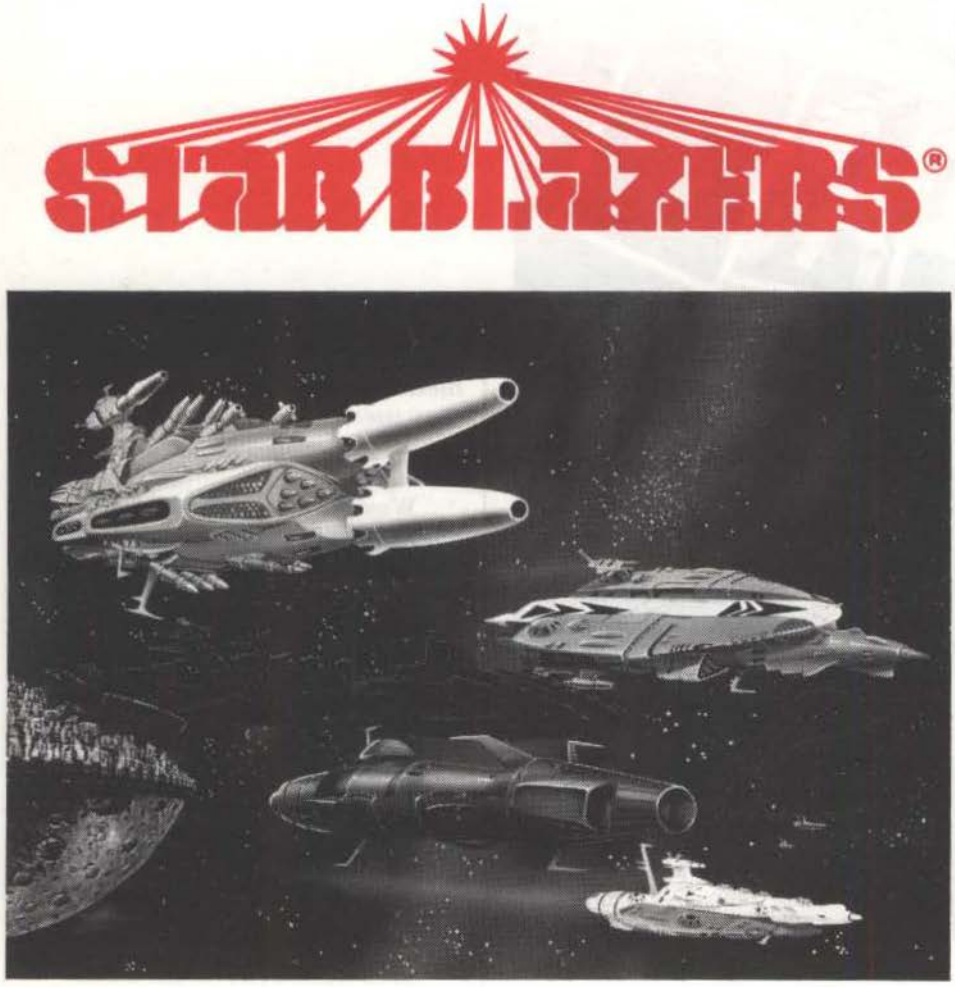


STARBLAZERS FLEET SIMULATOR

Published by: Twentieth Century Imports
Price: Free
Designed by: Karl Hiesterman
Reviewed by: Kris James

Starblazers Fleet Simulator is a game of ship-to-ship combat that is played on the floor using plastic model kits, a ruler, movement templates, and ship displays which help keep track of damage to systems, weapons, and keep track of energy allocations. The player counts the undamaged engine boxes to obtain total energy, then must decide how much energy should go to movement and how much will be used to power weapons. Unfortunately, unused energy does not carry over from turn to turn.

The players roll a d6 die to decide who gets the initiative. The highest roll begins the play. from then on the players take turns. Movement is complicated only because of the number of objects it is possible to move and the items required to make that move. A ruler and turn template are needed.

The most difficult part, and the most time consuming, is deciding what to move to the best advantage. The player must develop a long range strategy as all missiles, fighters, and ships are considered one move each. Example: one player moves his ship, the other moves his missiles, but not his ship. He must wait until the first player moves again to move his ship. Combat is explained in detail in the rules.

The player has lasers, missiles, and occasionally energy torpedoes at his disposal. Damage of these weapons is a set value does not fluctuate. The only thing that needs to be determined is whether or not a hit has occurred. This is easily accomplished by measuring the distance, looking at the appropriate chart and rolling 2d6.

Lasers, missiles, and energy torpedos are not very damaging, as the damage inflicted doesn't carry through. This makes it difficult to completely destroy a ship. Because of this, ramming becomes a major tactic. A ship that rams another counts up all the undamaged boxes and divides this number by d6 to obtain the damage done. If the ram occurs at the front or aft of the ship and all systems in that section are destroyed, the damage carries inward to the center section. The ship being hit counts up the

undamaged boxes in the section hit and divides that number by a d6 for the damage done to the ramming ship. Ramming is a deadly move, since one or both ships generally explode. This move should be used with caution.

If this were just a game of blowing each other up it would soon become boring. To make the game more action oriented and exciting, docking and boarding were added. It is a definite challenge to get close enough for this to happen without your ship exploding. Once your marines are on the ship, it's a bloody fight for control.

This is a good, simple game that could be developed into a more complex game with a little dedication. I, however, am glad to see a wargame in which you don't have to look at a multitude of different charts or keep track of minute details that make a game long and drawn out.

I have found some problems, but a few simple changes in the rules seem to put them right. As lasers are less effective at long range, ramming became a prevalent maneuver. To fix this, the range of the lasers may be increased. This increases the likelihood of the opposing ships being too damaged to ram each other and creates the need for subtler tactics.

Another problem is the fighters are too slow to be a threat to opposing ships. By increasing their movement rate they become more of a force to be dealt with.

On the whole this is a great game, designed to put models to use. If you haven't tried it, I suggest you do.

RHAND: The Morningstar Missions

RHAND

Published by: Leading Edge Games
Edited by: Barry Nakazono, and Robert Calvet
Graphic design: Scott Miller
Price: $18.95

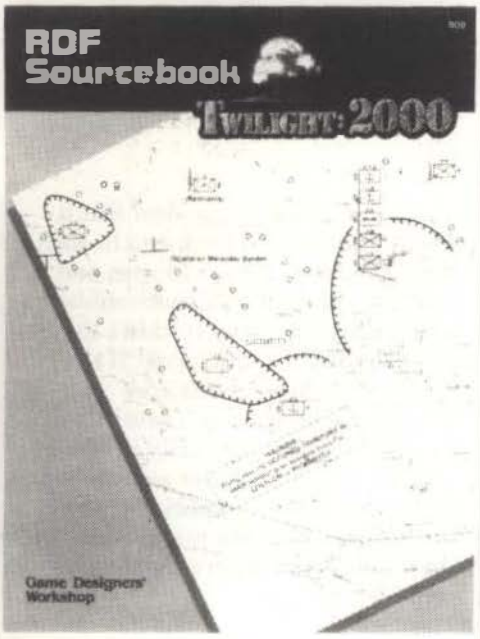
It's an interesting idea. 500 years ago Rhand was a peaceful, hi-tech world. The Spectrals, a hive-minded race, attacked. They destroyed 3 of the 4 teleportation satellites, wrecked the cities, and changed the climate to an ice-age one. The humans regrouped, a group known as ORCA took over coordinating the war, and the battle continues. A vital tool in the struggle is the Morningstar -- the last teleportation satellite. The Spectrals used all their space weapons in destroying the other three; so it is safe from attack. Using it, ORCA can transport their troops who use only ancient weapons now that the factories are destroyed anywhere on Rhand.

It's an interesting idea. But it doesn't hold up. Why does a hi-tech society have to revert to axes and bows? If they can maintain contact with a satellite, why couldn't they piece together a few rifles? If the Spectrals had weapons and knowledge to destroy 3 satellites, couldn't they -- especially in 500 years -- throw together something to destroy a 4th -- especially when the 4th satellite is a major thorn in their side? And where did magic come from?

Part of the problem is that the game meanders between being a campaign book and a game system. The system is okay. Five primary attributes, individuals being created from a pool of 4D6 + 48 points, secondary attributes, skills (general and specialist), combat system, and more. The system covers all the bases. It's nothing extraordinary but it's okay.

The basic world is, as noted above, interesting. But it never gets fleshed out. It soon becomes a mass of sketchy information and broad hints. I'd be happier with either a detailed campaign book or a new game system. This is a hybrid that is neither.

The book is a 99 page, 8 1/2 by 11", spiral bound book. Its text is in a single 5 1/2" column per page. The broad margin is filled with headings and odd quotes. The quotes are witticisms such as "'EAT FLAMING DEATH' - Huzzah the Magnificent". They add little to the book. The only interior art is a map of Rhand -- without denotations. The full color cover art is a bare chested man with shoulderpads. Like the entire system, it's okay but nothing worth going out of your way to get.



RDF SOURCEBOOK

Produced by: Game Designers' Workshop
Price: $7.00
Designed by: Frank Frey
Reviewed by: Richard A. Edwards

The *RDF Sourcebook* contains information on Iran in the years leading up to and shortly after the Third World War, including a map of southern Iran, orders of battle for forces in the area, including US and Soviet, and descriptions of major, non-player characters in the region. There is also character generation information for Americans, British, Iranians, France, Iraqis, Israelis, and other Arab forces. Equipment lists for the foreign troops' equipment is also provided.

RDF is different from previously published *Twilight: 2000* modules. The booklet contains no "scenarios" as such, but rather provides a framework for referees to plan their own adventures. To aid referees in planning, there are a few pages called "Campaign Guides" which provides information for types of missions that can be run in Iran.

It is the lack of set scenarios which detracts most from RDF. While the wealth of information is impressive, this module lacks the benefit of ready-to-go adventures.

While those looking for specific mission briefings will be disappointed, players and referees of *Twilight: 2000* will find *RDF Souercebook* to be indispensable for providing new character generation tables and equipment lists.

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Optional Smoke Rules For Battletech

by Robert Isenberg

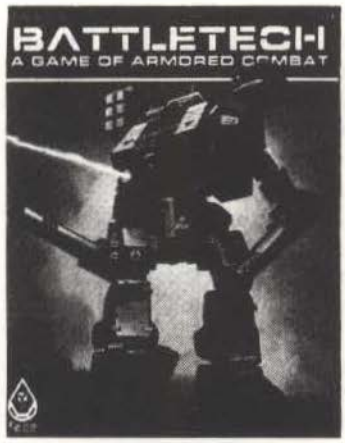
In a game system where smoke from fires produces a + 3 hit modifier, why can't mechs use smoke to cover the advance of themselves and other friendly mechs and vehicles?

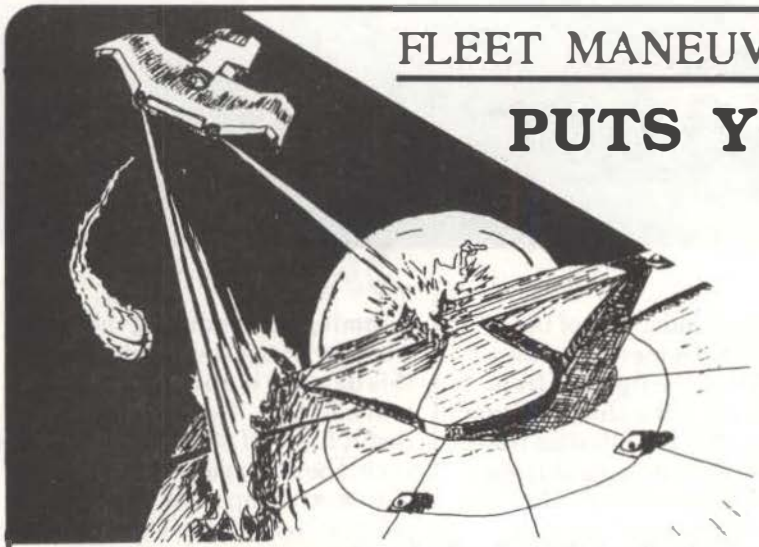
These unofficial rules will cover the subject..

The following weapons systems' will be able to launch smoke:

SRM-2
SRM-4
MRM-2
MRM-4
LRM-5

The player firing the missiles first must designate how the missiles will land. The missiles must land in a straight line, but what orientation is the player's choice. the missiles must all land in adjacent hexes, and normal firing modifiers are used. If the player misses with his shot, the missiles will still land in the same pattern, but the pattern will scatter 1 hex for each point that the player misses by. To determine which way the smoke scatters, roll 1d6 and follow the diagram on the hex map. Smoke from the missle packs lasts for 4 turns and gives a + 2 to hit modifier. Racks may be partially loaded with smoke. Smoke does not drift, it breaks up too much.





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This great art was drawn by Fore Captain Robert Morrison Jr.

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Join Us

These Donnz Captains were drawn by First Captain Mats Orhman of Likoping Sweden

StarBlazers Fleet Simulator (SFS) is a game of starship combat, and is made to be played using the **StarBlazers Mini Kits** from TCI. Necessary for play are:

- 1 six sided die
- 1 ten sided die
- a ruler or tape measure
- a pencil
- copies of the SSD's
- copies of the ship displays

Sequence of Play

1. Energy Allocation Phase
2. Initiative Determination Phase
3. Movement Phase
4. Launch Phase
5. Combat Phase

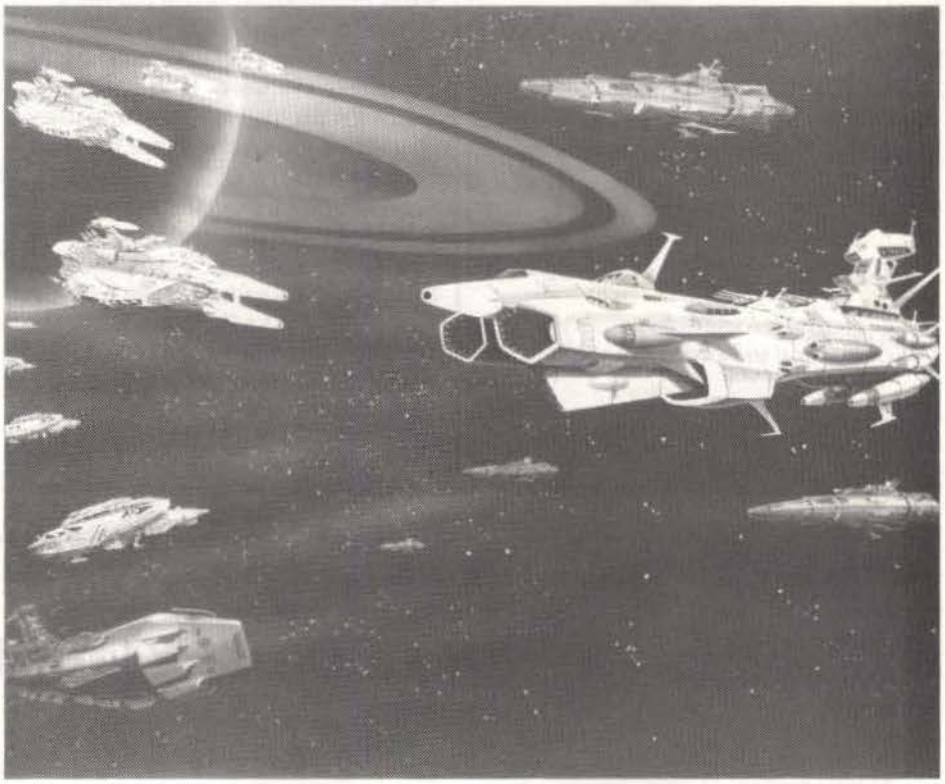
The phases are described below in their respective sections, as are the actions that may be taken during each phase.

ENERGY ALLOCATION AND INITIATIVE

At the beginning of the Energy Allocation Phase, each player secretly records the total energy available, energy to be spent on movement this turn, and total remaining energy for their ships. Total energy for each ship is found by counting the number of undestroyed Engine Boxes. The player now determines the energy they wish to use for movement. All of the energy allocated towards movement must be used during the turn. The remaining energy is noted, for this is the energy that may be spent for firing weapons, using Scientific Instruments, etc. All of the remaining energy need not stored or saved up from turn to turn. At the end of the turn, all energy, whether it was used or not, is considered gone. This means that if, on turn one, a laser was powered up, then on turn two the laser would be unpowered, whether fired or not.

Once all of the energy for each ship has been allocated, the fleet commanders each rolls die. In the case of ties, re-roll until one player rolls higher. The high roller has the initiative. The side with the initiative *must* move one of their ships its full movement. For this, each ship, all of the fighters from one carrier, all of the shuttles from one ship, or all of the missiles from one ship, are considered a ship for the purpose of movement. After the first player has moved one ship, each side, in descending order of initiative, moves one ship. Then, the first side moves another ship, and so do all the others. This continues until all of the ships, fighters, shuttles, and missiles are moved.

Example: Side 1 moves one ship, Side 2 moves one ship's missiles. Side 1 moves one ship's fighters. Side 2 moves one ship, etc. If any missiles hit any ships during the movement phase, the damage is assessed immediately. If any ramming occurs during the turn, whether or not it was intentional, this damage is also dealt with immediately. If any explosions result from all of this ramming and such, the damage is dealt out now, with every ship in its current position, not where it was or where it will be!



MOVEMENT

In SFS, movement is measured in inches. For each movement point plotted for a ship, the ship is moved one inch, either forward or turning (see below). Each ship also has a movement class listed on its SSD. This indicates which turn mode guide to use, and thus how tight a given ship can turn. Each mark on

the turn guide is one inch of movement on the board. The turn guide is placed perpendicular to the ship, at the point where the stand connects with the base (referred to as the center point). The ship is now moved the desired amount on the turn guide, keeping perpendicular with the marks on the guide. Each ship may combine turns in either direction with forward movement, in any order, as long as the plotted amount of movement is not exceeded. Remember, all of a ship's plotted movement *must* be spent.

Ships also have the option to tack. A track may be done only if the ship plotted zero (0) movement points during the *previous* turn. A tack involves a ship rotating on its center point. For each 90° turn or less, it pays four movement points. This move may be used in conjunction with any other movement, as long as the tack is done first. Once a ship uses any other movement, it may not tack again during that turn. Thus, a ship could tack several times in one spot, but it could not move and then tack, or tack, move, and tack again.

The last movement option is the stress turn. This is used if a ship wishes to turn tighter than its turn mode allows. The ship announces that it wishes to use stress movement this turn, and may then use the next smallest turn mode. The turn modes, from largest to smallest, are C, B, A, and F. The ship records the number of inches moved in the lower turn mode. At the end of the movement phase, the ship rolls a die. If the numbers listed on the SSD under Stress is rolled, the ship takes damage. The damage it takes is equal to the number of inches turned in the low turn mode. This amount of damage is taken in *each* of the ship's hull sections, and in its engine. Needless to say, choose carefully when to stress turn your ship.

COMBAT

Combat sonsists of two phases, the Launch Phase and the Combat Phase. During the Launch Phase, each simp launches missiles, fighters and shuttles. Fighters, missiles, and shuttles are launched by placing their counter one inch from the ship, anywhere in the ship's front arc. Each millile tube that is powered this turn may fire one missile counter, each ship can launch all of its shuttles, and each ship can launch the number of fighters listed on the SSD (if it has fighters). Once all ships have launched what they wish, any damage resulting from the launch phase is determined immediately.

During the Combat Phase of a turn, players may fire any Lasers and Energy Torpedoes ("Torps") they have power for, and Fighters may attack. Marine combat also takes place during this phase, and its effects take place at the beginning the the *next* turn. All combat during the Combat phase is simultaneous, and any damage done during this phase takes effect at the end of this phase.

To fire a weapon, the weapon must be powered. The energy torps cost is listed on the chart, and lasers may be powered up to the number of undamaged boxes in the laser. The target must be within the weapon's firing arc, and must also have Line of Sight with the target. Planets, asteroids, and other ship block Line of Sight; fighters, shuttles and missiles do not. The Firing arcs are listed on the SSDs, and are defined as follows:

"F" is *Forward*. This weapon may only be fired at targets in the forward arc.

"A" is *Aft*. This weapon may only be fired at targets in the aft arc.

"T" is *Turreted*. This weapon may be fired anywhere *but* the aft firing arc.

The Firing Arc Guide is used by placing the center point of the guide on the center point of the ship. This will show the Forward and Aft arcs. If the target ship is within the weapon's firing arc, then the attacker measures the distance between the attacking ship and the target. This is the range, and is used to find the correct row on the Laser and Energy Torp charts.

Next, the attacker cross-references the weapon type with the range, This is the number, or greater, that needs to be rolled on two six-sided dice in order to hit. Fighters have one to-hit number, listed on the fighter chart.

There are several modifiers to this die roll:

If attacking Fighters: +2

If attacking Missiles: +4

If attacking more than one target: +1 per additional target (ex., target #1 is normal, target #2 is at +1, target #3 is at +2, etc.)

Any energy torps, fighters and missiles that hit do the damage listed on the appropriate chart. Lasers do one point of damage per point of energy allotted to that laser. Lasers may only be powered up to the number of undestroyed boxes on that laser. Once one ship has fired all of its weapons, the damage to it is allocated immediately.

All ships are separated into sections, and each section contains various systems. Each section is numbered, as is each system. If the attacking ship is the the target's forward arc, the attacker rolls one die per weapon that hit. On a 1-5, the weapon hit the front section, and the damage is taken there. On a 6, the damage is taken in the center section. If the attacker is in the target's aft arc, one die is rolled per weapon. If the result is 1-5, the damage is taken in the aft section. If the result is a 6, the damage is taken in the center section. If the attacking ship is in the targets side (i.e., not the front or aft arcs), each weapon hit is rolled randomly. Each section is numbered, either 1-6 or 1-10, and these numbers indicate which section is hit when the appropriate die is rolled.

Any damage taken in a section is taken only in that section. If all of the systems in a section are destroyed, any remaining damage is lost, and does *not* carry over to another section (Exception: see Ramming and Explosions). Each system in a section is numbered, either 1-6 or 1-10, and these numbers determine which systems

take damage. a d6 or d10 is used, depending on the section and the ship. If a system is destroyed and there is still damage to be allocated, a new system in that section is rolled for. This continues until all of the damage is used, or all of the systems in that section are destroyed. When a system is destroyed, there are various effects. These are listed on a system by system basis in the System Descriptions section. The target ship must reveal which section was hit by each weapon, but need not reveal which systems are hit.

RAMMING AND EXPLOSIONS

When two ships touch, the ships have rammed each other. The damage done by this ramming is resolved immediately during this phase. The ship that moved is considered the attacker, and the ship that was rammed is the defender.

First, the attacker determines where the ram it. and the procedure is the same as in Combat, above. Next, the attacker counts the total number of undestroyed boxes on the entire ship, and rolls a d6. The total number of boxes is divided by the die roll, and this is the damage taken by the defender in the section that was hit. Finally, the defender counts the number of undestroyed boxes in the section that was hit, and divides this by a d6 roll. This is the damage taken by the attacker, and this is taken in the section that hit the ship (if the ship hit the target with its front, it takes the damage in the front).

If either or both ship explode, resolve the damage immediately. Ships explode when all of a ships engine boxes are destroyed, or when all of the hull in any two sections are destroyed. When a ship explodes, count the number of engine boxes the ship had during the Energy Allocation Phase. This is the base damage done by the explosion. All ships, including fighters, missiles and shuttles within a six inches take the damage. The actual damage taken is the base damage, divided by the distance in inches, rounded down.

The section where ships take this damage is determined the same way as ramming. An exception to this normal damage procedure is used for ramming and explosions. If a ram or explosion hits the front or aft of a ship, and all of the systems in that section are destroyed, the damage *does* carry on inward to the center section. This is used only for resolving ramming and explosions.

MISSILES, FIGHTERS AND SHUTTLES

Missiles, fighters and shuttles are small ships that move in groups. These counters have one damage point, fighters and shuttles do no damage when they explode, and do one point of damage when they ram (after which they are destroyed). Missiles do the damage listed on the chart when they come in contact with an enemy ship, and only one point when they hit friendly ships. Fighters use the "F" turn mode, as do shuttles.

Missiles use the turn mode listed on the chart, and have a special rule about turns. The Mark I through Mark III missiles us the "A" turn mode, but may only make *one* inch worth of a turn. The Mark IV missile uses the "F" turn mode and may make *two* inches of movement in a turn.

Shuttles move six inches per turn, carry six squads of Marines, and are not destroyed when they ram a ship. Instead, they still destroy one system, but the shuttle and the marines survive, and immediately fight for control of that system (see below). Friendly fighters may land on carriers if they touch the ship and are moving the same direction as the carrier at the end of the movement phase.

BOARDING AND DOCKING

Boarding may be done two ways; either by shuttles or by docking.

Docking occurs at the end of the movement phase. If two ships are moving in the same direction, and re within one inch of each other, they may be considered docked for the duration of the turn. When docked, ships may send over Marines and crewman during the combat phase. Roll randomly to determine which system the boarders start in.

To conduct combat, count the number of undestroyed boxes in the system, plus any friendly Marines. Marines count double. This is the defenders crew factor. Now count the number of attackers, and once again, marines count double. The compute the odds, rounding down in favor of the defender. These are the odds used on the Boarding Table. The attacker rolls one d6 and cross references this result with the odds. The number on the left of the slash is the defenders loses, in squads, the number on the right of the slash is the attacker loses, in squads. For the purpose of loses, one system box is worth one squad. If the system is taken by the attackers (i.e., there are no more defenders), the system is *not* destroyed, but may no longer be used by the ship. If, after the combat phase, the system still has both defenders and attackers, the units will fight again during the *next* combat phase.

During the movement phase, Marines and boarding crewman (not the crew of the ship in question) may move from one system to another. The rules for movement are as follows:

A unit in a system may move into any other system in the same section, or any unit in a hull system may move into another hull system in an adjacent section. This will probably result in more combat. Any system taken by the attackers may no longer be used by the ship, until that system is retaken, or the ship no longer contains enemy units.

If the bridge is taken, the ship

may no longer fire it weapons, and the enemy units may not control the energy allocation and movement of the ship, as well as any systems and weapons they control. If the engine is taken, the ship no longer has power. If the bridge is destroyed and the engine is taken, the engine now functions as the bridge for the above control rules. Any boarders in a system that is destroyed are destroyed. During the launch phase, Marines may leave the ship if they have a shuttle available (their own or another). It is possible for a ship with no Marines to dock and board with their own crewman. The attacking ship takes all of the squads from any one hull section and boards the other ship. That hull section is now considered empty for boarding purposes. Remember, crewman are *not* Marines. They do not count double, nor may the escape via shuttles. They may only leave by docking with another ship.

SYSTEMS DESCRIPTIONS

HULL - The passageways, rooms, and superstructure of a ship.

LASER-Lasers are the standard weapon of the Empire, and vary in size and type.

ENERGY TORP-E. Torps are a plasma weapon, deadly, but less accurate than Lasers. E. Torps function until the system is completely destroyed.

MISSILE TUBES-The tubes that fire missiles. They cost one energy per tube to fire, and may fire one Missile per turn. *Note:* The Anti-Matter ship has no Missile Tubes. Instead, it may fire some, none, or all of those missiles, and each one is marked off as fired.

BRIDGE-The control center of the ship, and on the turn it is destroyed, the ship must plot the same energy this turn as last turn, and the ship must move only forward.

ENGINE-The motive and power source for the ships. The number of undestroyed boxes is the total energy for this turn.

MISSILES-The storage area for missiles. For each missile fired, one missile box is marked off. If there are no Missile boxes left, the ship may no longer fire Missiles.

MARINES-The Barracks for the Marines. If destroyed while the Marines are still on the ship, the Marines are destroyed. Otherwise, there is no effect.

SHUTTLES-The Shuttle bay. If destroyed while the shuttle is on board, the shuttle is destroyed.

FIGHTERS-The fighter bay, and if the fighter is present when the system is destroyed, then the fighter is destroyed.

DECK-The fighter launch deck. If all of a ship's deck is gone, then the fighters may no longer land.

SCIENTIFIC INSTRUMENTS-Data gathering equipment, with no bearing on the game.

ARMOR-A special armor made for ramming. The first four points of damage taken from the first ram are taken in this system.

BP-This is not a system, but it is listed on the SSD. This stands for build points, and is the abstract value given for each ship. This value may be used in creating scenarios, and handicapping the more experienced players.

Laser Chart

Laser Type

	1	2	3	2b	PD
1-6"	7	6	6	10	4
7-24"	8	7	7	6	12
25-36"	10	10	8	7	-
37-48"	-	12	9	8	-

Energy Torp Chart

Torp Type

	1	2	3
1-6"	7	7	6
7-24"	8	8	7
25-36"	10	9	9
37-48"	-	10	10
Damage	8	10	15
PTA	1	2	4

Missile Chart

Missile Type

	Mark I	Mark II	Mark III	Mark IV
Turn Mode	A	A	A	F
Movement	10	14	18	18*
Damage	4	4	6	4
Duration	5	5	6	11

*The Mark IV missile may turn 2 inches per turn, not just 1.

Fighter Chart

Fighter Type

	F-15	F-5	A-10
Movement	8	10	6
Damage	4	2	6
To Hit	7	7	7
Range	7"	7"	7"

Boarding Chart

Odds

	1-2	1-1	2-1	3-1	4-1
1	3/1	2/2	1/2	1/1	0/1
2	2/2	1/2	1/1	0/1	0/2
3	2/1	1/1	0/1	0/2	0/3
4	1/1	0/1	0/2	0/3	DE
5	1/1	0/2	0/3	0/4	DE
6	0/1	0/3	0/4	0/6	DE

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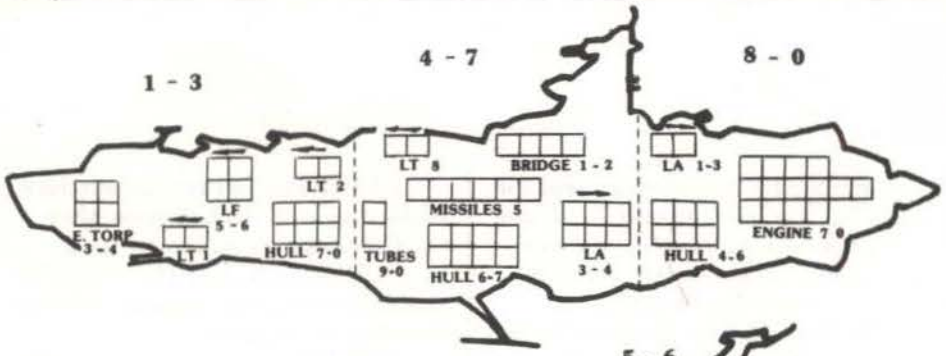
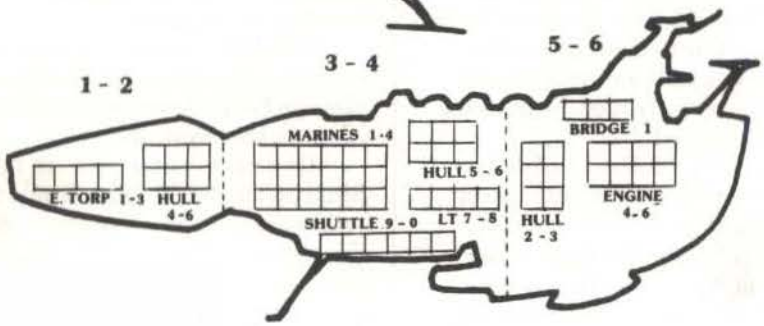
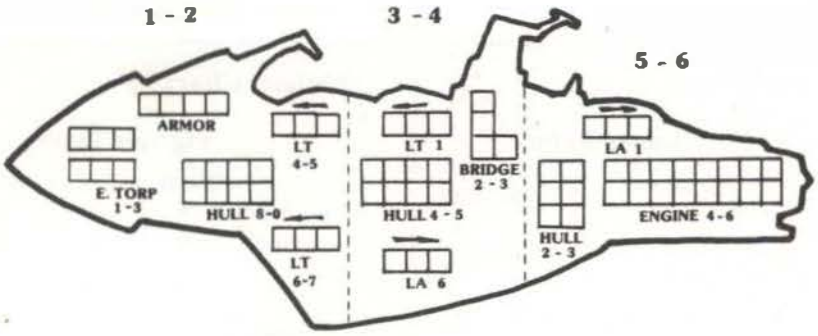
STARBLAZER SHIP DISPLAY



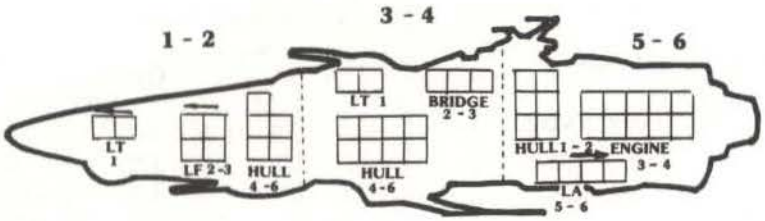
EDF Battlecruiser
MC-A
Stress 4-6
Laser-Type II
E. Torp-Type I
Missile-Mark I
BP-180



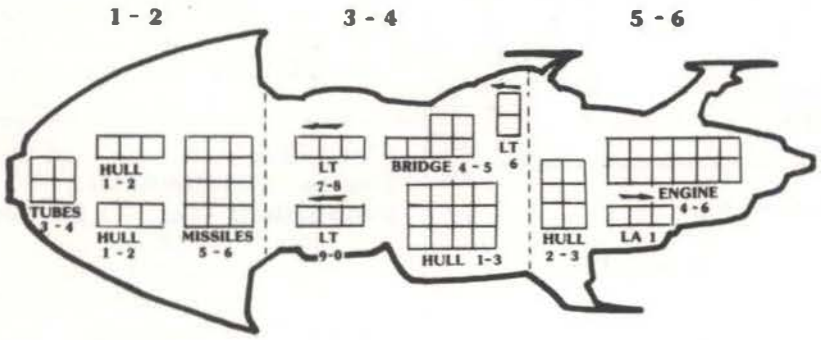
Desslock's Cruiser
MC-B
Stress 4-6
Laser-Type I
E. Torp-Type I
Missile-Mark I
BP-100



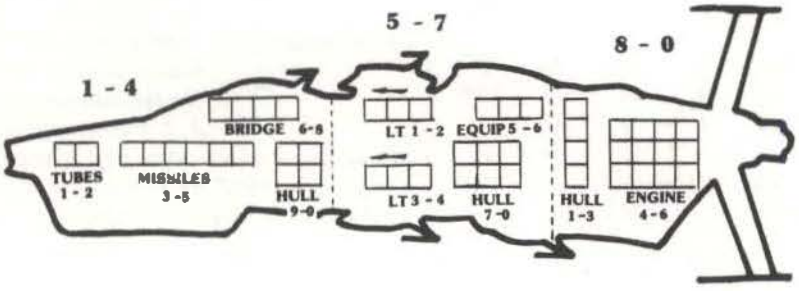
Gamilon Destroyer
MC-B
Stress 4-6
Laser-Type II
E. Torp-Type I
Ram Armor
BP-190



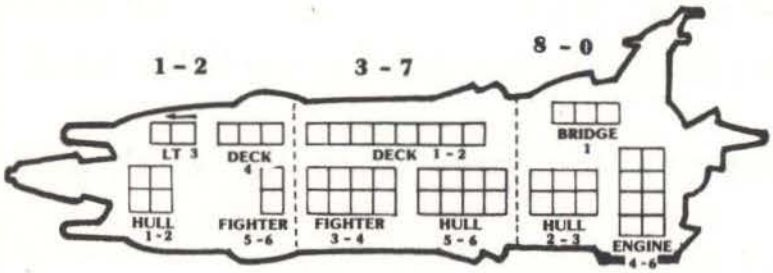
EDF Destroyer
MC-A
Stress 4-6
Laser-Type I
BP-84



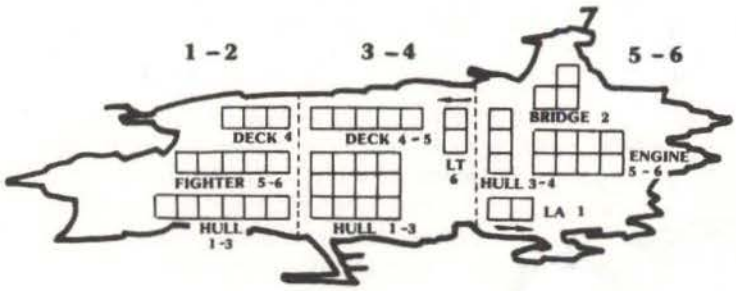
Avatar's Flagship
MC-A
Stress 4-6
Laser-Type I
Missile-Mark I
BP-110



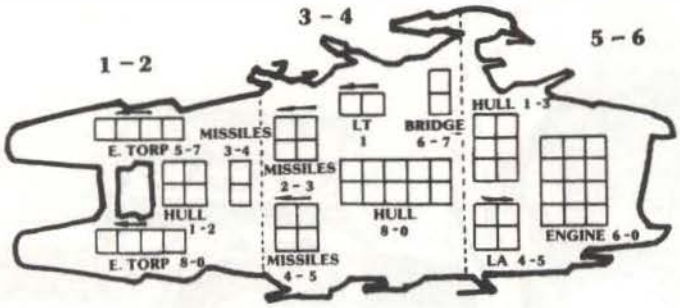
Alex Windstar's Destroyer
"Paladin"
MC-A
Stress 4-6
Laser-Type I
Missile-Mark I
BP-90



Double Deck Carrier
MC-B
Stress 4-6
Laser-Type I
10 Fighter Squadrons
May Launch 2 Fighters Per Turn
BP-115

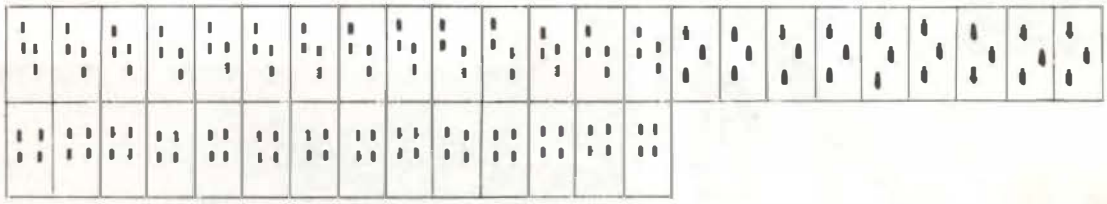


Single Deck Carrier
MC-B
Stress 4-6
Laser-Type I
5 Fighter Squadrons
May Launch 1 Fighter Per Turn
BP-100

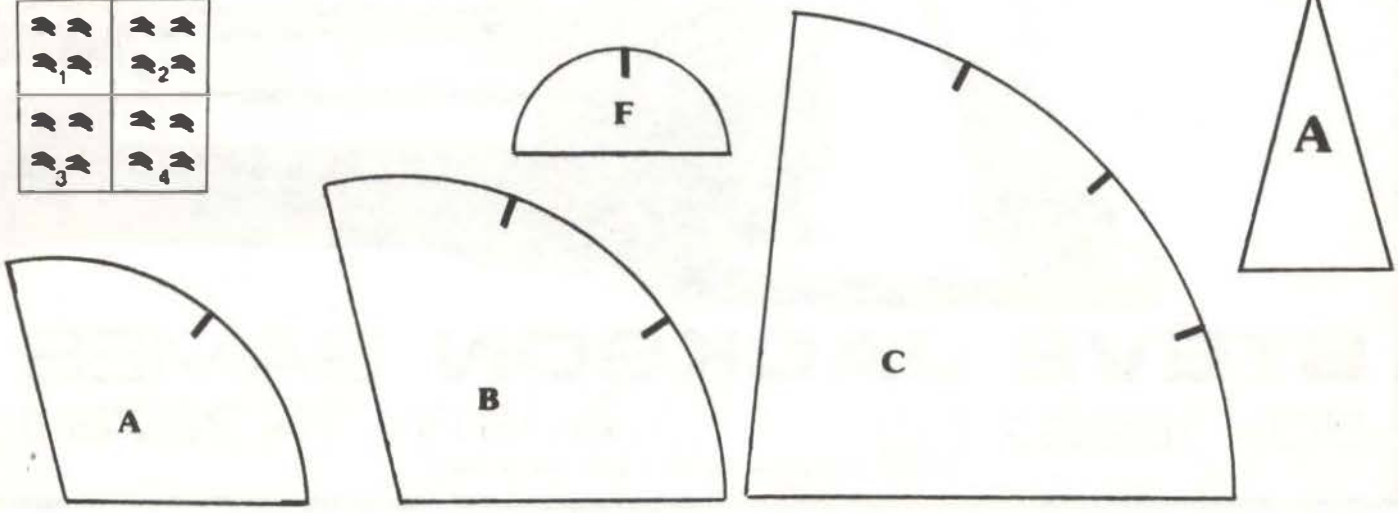


Anti-Matter Missile Ship
MC-A
Stress 4-6
Laser-Type I
E. Torp-Type I
Missile-Mark III
BP-105

Missiles



Fighters



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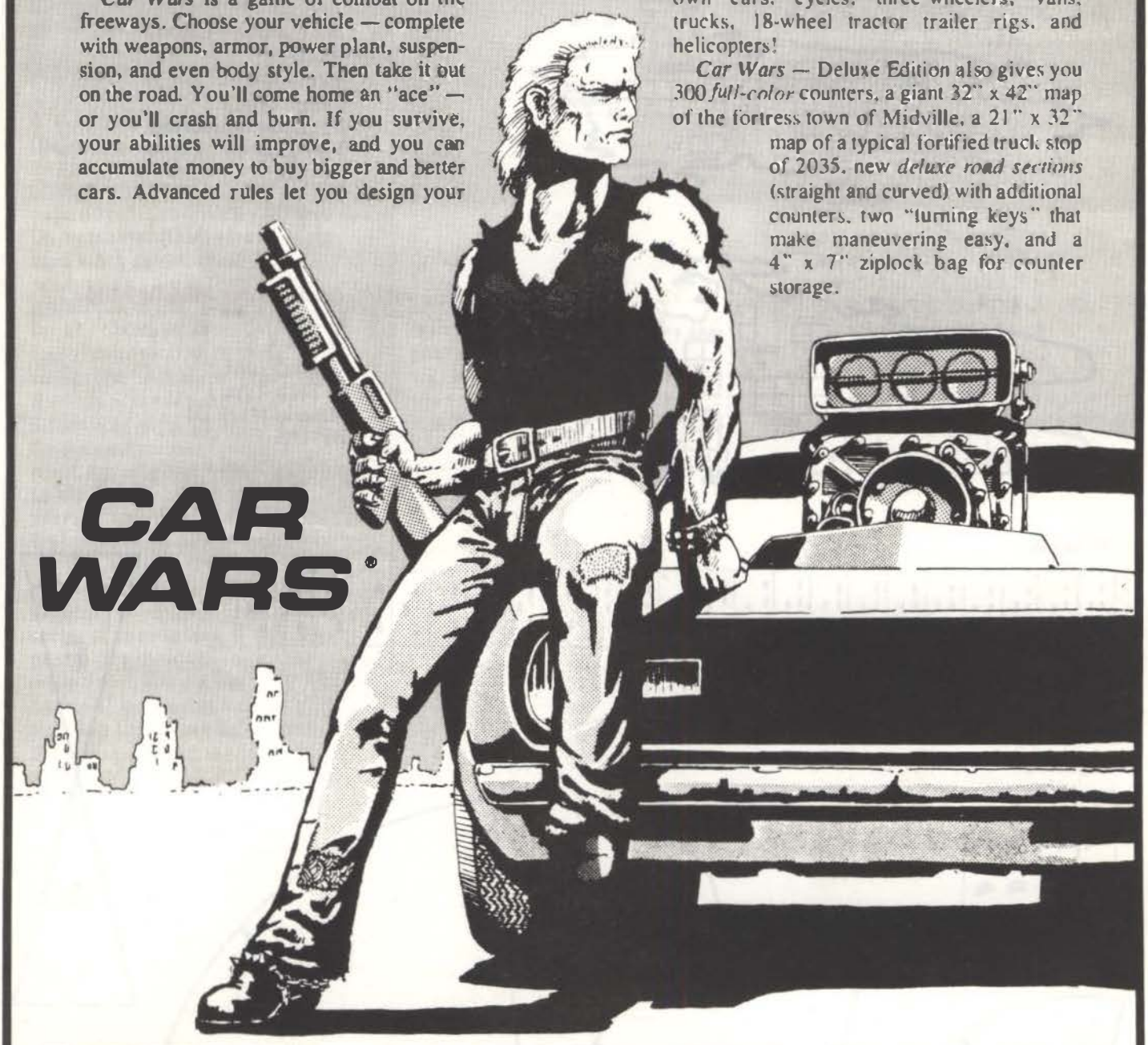

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LEJENTIA™

View of Skully's Harbor from a nearby cliff.

The BLACK B'RRON CASINO

Welcome to our preview of Lejentia Campaigns Book I. This is to be a new series of Role-Playing supplements for all Fantasy Role-Playing games, soon to be released by Fantasy Games Unlimited. Lejentia Book I: Skully's Harbor, centers around the trading town of Skully's Harbor, Located on the border of the Tarin Tor empire and the Ælven Republics. The following preview is a condensed version of the complete Casino adventure from the Skully's Harbor Lejentia Book. So enjoy!

If you would like to know more about the world of Lejentia, look for the new 32 page graphic series Currently available.

The town was originally founded by Captain Skully, an old sea pirate. Upon escaping from one of the Hell Lord's slave caravans, he found Fort Bevits and begged for protection from the Ælves. In return, he promised to solve a food shortage that they were suffering due to the Hellish forces waylaying all their overland supply caravans from the City of Golden. Skully proposed to bring the supplies in from the river, using an all-water route. Few believed this was possible because of the sever rapids, called Heathra's Keclish (Death's Necklace), which periodically doued the entire river. Skully revived a few of his old crew to help him devise a way to turn the rapids into a series of short water locks which made the river quite suitable for trading. Through several complicated pirate's tricks, he booby trapped the river to prevent any ambushes from the Hellish forces, or their using the river for their own purposes. Several wreck sites along the river mark the places where the aliens have tried, but failed, to clear the traps away.

Skully's Harbor has the feeling of an older Southern Ælvish fishing town, complete with its open square jousting gallery and the characteristic window boxes and latticed steeples. Captain Skully wants everything built in the town to fit the image he has created. In this way Skully's Harbor is unique among the small towns that dot the River Styrom.

THE BLACK B'RRON CASINO

This is a very Ælvish casino, and as such any slant-eye-hating humans are discouraged from wasting their time here, mostly for the benefit of any Fort people who might decide to enjoy the club at the expense of other patrons. No weapons are allowed anywhere within the building's 45 by 110 foot area. The owner, K'el Di Carani, believes in running the kind of place that one can escape to and forget about the War, if only temporarily.

There is just something about the atmosphere. As you walk from Canter Alley under the arching

Written By H.J. Bennett Art By S.S. Crompton

wingspread of two twenty foot carved B'rrons, you start to feel good. A youngÆlvish maid takes your cape and sword, giving you a sweet smile, that makes you feel comfortable. It could be the view you get as you descend the twelve marble steps into the main room of the casino. Along the north side of the room, you see a long, waxed wood bar. This beautifully carved bar is twenty-one feet in length, and double sided with stool seating on the left hand side and small booths notched into the right. Built into the north wall, facing the booths, is a small stage where there is usually a pair of dancers pantomiming ancient Élvish legends of heroes and beautiful maidens. Four dinner tables sit in front of the stage, if you wish to make an evening of it.

If you are feeling wilder, on the other side of the bar ringed by two rows of dinner tables is a casino floor. The casino has a wider variety of games available than in Ref Red's. The second floor is also meant exclusively for games. There is a second entrance through French doors from the courtyard just beyond the south row of tables and if the weather is pleasant, you can eat outside on the covered patio before coming in to play the casino.

Di Carani knows how to run a casino, and has enjoyed establishing the second floor with some of the better games which he used in the casino he managed on Tarel Island (see map). The second story is arranged with a row of twelve machines of Quinn and Pick Stalls along each of the two long walls. Game tables, arranged in two loose circles around the south side of the stairway, cater mostly to the Tri-cat and Black Ace players (see map). The two small tables on the north side of the stairway, built for four men, are mostly for Bui Bi Bi players. The large, half-circle table at the end of the room is for playing Markurk.

On the extreme south side of the building there is a long bar that serves almost every drink known, and even a few house specialties.

If you feel like a breather from the noise of the games and wish to have a drink, you can sit outside on the balcony. The balcony is a covered 40 by 70 foot area which overlooks the River. The chairs are ornate pieces, often one-of-a-kinds. Di Carani enjoys sharing his treasures as does Ref Red; they often buy things they like from one another.

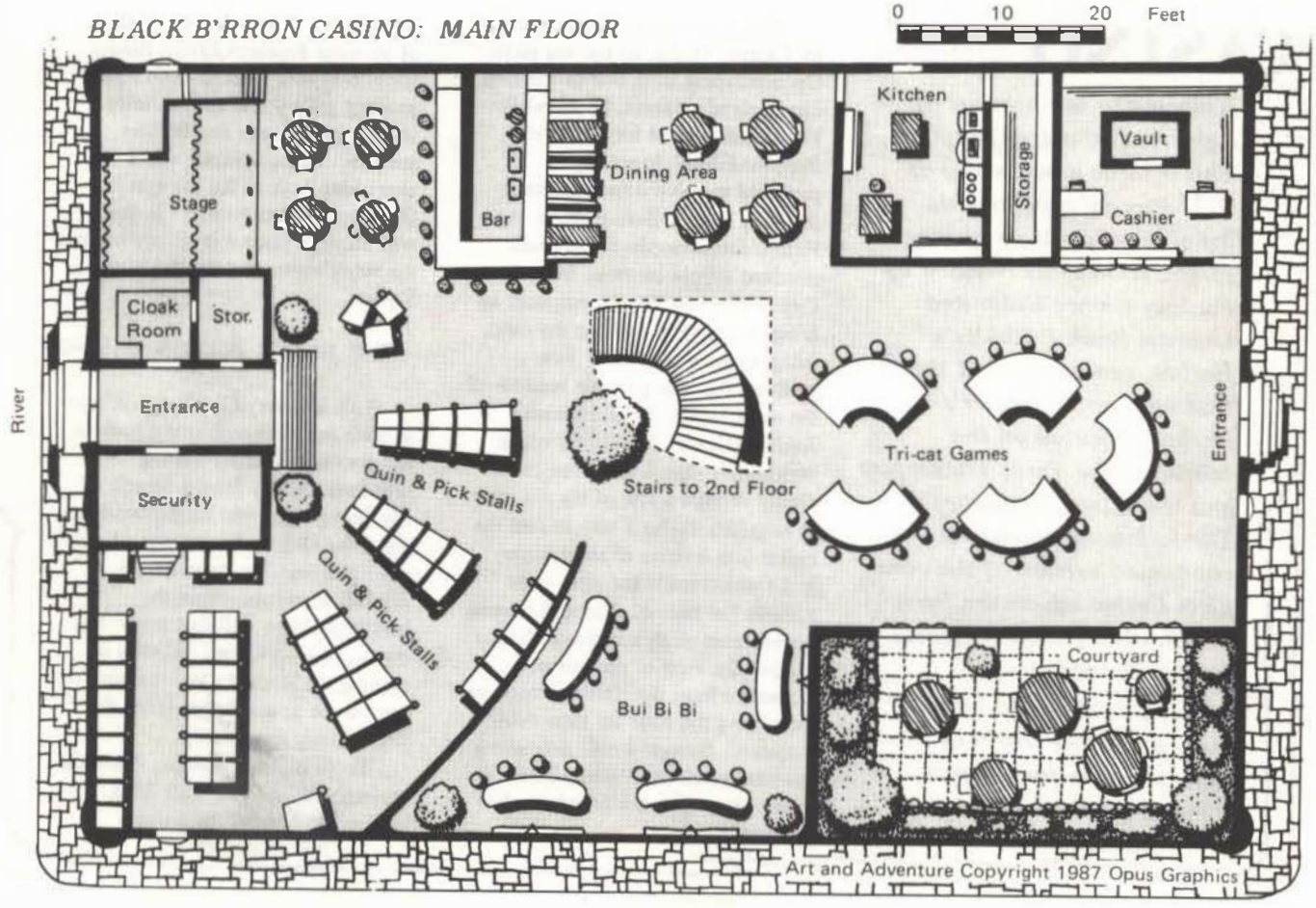
If you wish your lunch or dinner to be served in proper restaraunt fashion, the waitress can serve you here on the balcony. She ascends the outer stairwell from the dinner patio below and will take and return your order in a timely fashion.

The atmosphere is one of secluded, private pleasure amid enjoyable opulence, much like the old private clubs of old.

In the backroom, an older matriarch named Gilda doles out the supplies and oversees the wine and ale orders. The supplies are kept catalogued and are as neat as one could ask for. They are easily accessable on floor to ceiling shelving with rolling ladders. The backroom also houses the kitchen at the very back (see map).

The kitchen is run by the master chef Frahojn. He is reknowned throughout the Harbor for his culinary skills. He is a high-strung perfectionist, but enjoys working for Di Carani as he feels that Di Carani

BLACK B'RRON CASINO: MAIN FLOOR



K'el Di Carni relaxing in his casino

is a "gentleman in a barbaric wasteland". He sleeps in a small room adjoining the kitchen on the left hand side of the ovens, so his room is always cozy and warm. He runs the kitchen with a will of iron and makes the food in the Club worth both the price and the trip.

Should you wish a short rest before returning to your gaming, there are twelve small cells, 10 by 12 foot, on the third story just above the outer balcony. You can lay down if you wish, for a small fee of four quinn, for the morning or the afternoon. It is not allowed that you stay overnight. The three narrow windows in each room are floor to ceiling length that overlook the river. Each window is covered with a thin, embossed rice paper of ivory color, through which you can just barely see the waters. The floors are made of sweet smelling rush and the covers on the long narrow bed against the window are made of soft, ivory linen and silk. The whole effect is one of subtle luxury.

The rest of the third story is Di Carani's. It has none of the pomp that his casino does. The living room, kitchen, library, and anti-chamber are decorated in earth tones with accents of deep green and orange. His sleeping chamber is hung with thick rugs and favorite paintings that he has gathered in his strange wanderings. His human house servant, Friks, is well paid and has a room on the opposite side of the living room from Di Carani. Di Carani has given a small box to Friks and told him never to open it unless he has proof that Di Carani is dead. He has told his servant that because of his loyalty, he is to have this establishment when Di Carani is dead. The box holds the paperwork and a small "gift of unearthly value". Should the box be opened while Di Carani is still alive, the gift will instantly kill the opener. This happened once when the servant got drunk and told a passing adventurer about it, who broke into Friks' room and opened the box. Friks found him dead the next day.

CHARACTERS

K'el Di Carani
Kindred : Ælvish (Navivian)
Deity : The Mothers - Ariendale
Sex: Male
Height : 7' 2"
Weight : 138 pounds
Hair : He wears his shoulder length snow white hair as is comfortable for a Lejentia.
Appearance : He enjoys dressing in light-weight tunics and tight riding pants, with his sword swung over his right hip. The scabbard is always secured whenever he enters his establishment, but he does not remove it. He wears the silver arm band of a Lejentia Lord and the Amulet of Emil hangs around his neck.
Position : He is the owner/operator of the Black B'rron Casino. As a close friend of Ki'own, the Ælvish contingency's commander, he is often asked to lend a hand during planned field attacks. He rides a former Navivan Stallion named Tut Tonnei. Outwardly, he appears as a confident man, content with what he has built. He is a fully trained Lejentia War Lord and therefore has a staggering command of his fighting facilities.
Abilities : He still maintains that he is too old a man to go soul chasing, but were my life at stake, Di Carani would be the only one I would want bringing me back through the treacherous tides of Between. Even Ki'own has not had the actual experience that he has. He is also a master at the other Lejentia skills such as healing and truth reading, or shapechanging. He is a (B/C) in power status.
Addendum : Di Carani is a man with a violent past, which despite all outwardly appearances, still rules his life. He was a bonded Lejentia Lord not less than twelve years ago. Although he seems settled in the Harbor, he is not content and yearns for one last great adventure to the Chambers of Olyis to claim the Gold of the Ancients. One word of warning: this man has nothing of value to lose. He is a good and loyal fighter, and you couldn't ask for one better skilled. But he is playing for keeps and is not above taking great risks to get what he wants... which some might say is simply death.

FRIKS
Kindred : Metizzo (Half-Ælven)
Deity : Agnostic
Age : Appears to be in his late thirties
Sex : Male
Height : 6'2"
Weight : 189 pounds
Hair : His fine blond hair frames his face in a glowing halo. He cuts it so that it feathers back on both sides from a perfect part in the middle.
Appearance : He wears dark maroon pants and a tight-fitting vest with a pure white shirt that has long, full sleeves closing at his wrist, and an open, inviting neckline. His high black boots finish the picture of the perfect gaming host. His broad smile is the only item that could give one a start as his perfect teeth include a beautifully matched set of elongated canines, which have given rise to his friends' jokes that his mother was a wolf's lover.
Skills : He is a good fighter in hand to hand combat. He usually fights with his singing sword, (it is female in personality -- named Sara) and his damage is given a plus two when using that sword. The semi-sentient weapon is not particularly loyal to him and would enjoy fighting with any male who wasn't of an evil background. Friks fights very well with his hands. His status: a C/C fighter.

Abilities : He seemingly displays no arcane powers, and his rating against a Dargonathian, or forced power user' would be a E/D.

Addendum : The truth of the matter is that Friks is an ancient benevolent vampire. As a benevolent vampire, he is different in several ways from a common vampires. He can walk through the town in broad daylight, and eats nosoal human food to nourish his body. The two types also differ in that a benevolent vampire must have a mate from among those mortals who have a free soul, who chooses to join him in his long life. He needs to feed from a living body once a year near the anniversary of his change. The victim doesn't automatically become a vampire just because he feeds from her or him. Friks would have to feed three consecutive years from the same person in order to have that person become a vampire. Other than his strange teeth and his yearly eating habits, Friks acts completely normal. He does have a certain power against other monsters and Hellish Forces. Other creatures of the darkness see him as a fully empowered vampire on the hunt. He enjoys occasionally adventuring into dungeons or caverns as he doesn't fear other monsters. He has a rather likeable easygoing personality and makes friends easily. He is the sole heir apparent to all of Di Carani's holdings. He and Di Carani have discussed his "concerns", and Di Carani accepts him as he is, as he doesn't wish to wontonly hurt anyone.

He has found the girl who he wishes to make his mate and has without her knowing "taken her" once already last year. He will try to talk to her this time as his anniversary is near. She is by some chance here in the harbor, and he will ask her to join him soon.

Scenerios : Black B'rron Club

1. Friks is a vampire and his chosen lover is one of the female party members. (Note to the Game Master : you can either appropriately choose who will be his chosen love or have the female players roll a six sided dice and whoever is lower is the apple of Friks' eye.) He has bitten this woman before in another town and she never even knew it. This time he will approach her and offer her his love and the kind of immortality that is the life of a Vampire. He explains that he is of a different kind than what is normally expected of a blood-thirsty, ambusing, common vampire. He may be forced to mesmerise that woman if she refuses him. (Note to

the Game Master: His mate must be willing to join him in his lifestyle for his quest to come to an end. He will provide for her every gift the human heart could desire in the way of riches and beauty. If she chooses to go with him, raise her charisma points by three, and her wisdom by two.)

2. The party is walking down toward the human sector when off to their left they hear lots of shouting and a man screaming. They approach the scene and see Friks, of the Black B'rron Casino, being beaten senselessly by a group of twenty or so human farmers. Friks is down on his hands and knees by the time the party gets there. One of the farmers has Friks' magical sword. He has been accused of being the vampire that is killing the children around the Harbor. The party can now decide to:

1) Steal his magic sword and leave him to the mob's mercy;
2) Save him and return him to the Casino, where Di Carani will hire them to protect Friks while giving them a substantial reward for their help;
3) Go to work for Di Carani, who would hire them to prove that his old friend is not a vampire, i.e. make up conclusive evidence that will get the churchmen off Friks' case and let him alone;
4) Work for Di Carani, who will hire them to pay a "friendly visit" to the Farmers so that they will shut up about Friks;

3. Di Carani has suddenly disappeared, under very curious circumstances. The common rumor is that Di Carani has been killed, murdered... and his heir Friks appears to be the likely suspect. To further complicate matters, Knosso is fueling the accusations against Friks as he wants to take over the Black B'rron Casino. He tells Skully that if Friks owns the casino, upon the death of Di Carani he should produce the will in all "good faith". Friks doesn't want to open the box that contains the will as he doesn't believe that Di Carani is really dead and Di Carani's gift will kill him if he opens the box before the Elf is dead. Friks will hire the party to either bring Di Carani back alive or find him concrete proof that Di Carani is really dead. (Note to the Game Master: There will be several hundred gold pieces in this and one "magic" piece for their efforts.)

4. Di Carani wants to have one last "grand adventure" for which he will gladly foot the bill: he wants to find the lost gold of the Dead Horse God's Caverns. He has a small golden statue which he acquired in his travels that is really one of the guardian priestesses of the God's tomb. The statue can be made animate and it will lead whoever follows to the tomb and all its gold. (Note to the Game Master: You can insert your own dungeon here and adapt the necessary details.

5. Someone has been rigging the games very obviously so as to make it appear that the house is fixing the games, and drive the club out of business. Di Carani hires the party to work for him undercover and find out who is fixing his games before the Black B'rron Casino's reputation as a clean house is completely destroyed. He will pay a flat fee of three hundred gold pieces for the party's combined effort, as well as free food and lodging.

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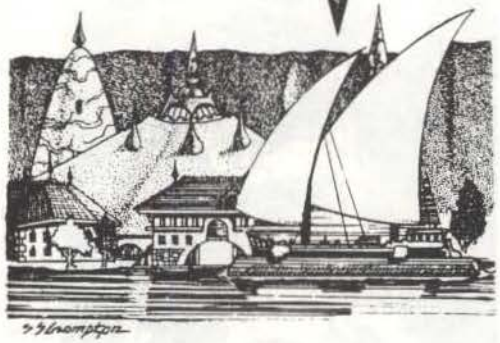

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AT A GLANCE GLOSSARY:

Ælves – The race of Airendale
Airendale -- Godess of fire
Amulet of Emil -- Ælven symbol of high honor
Black Ace -- card game like 21
B'rron -- Large mammelian 'dragon' (telepathic)
Bui Bi Bi -- Ælven betting game using 3 dice. (6 sided)
Chamber of Olyis -- Lost tomb of the 1stælven Highlord
Dargonath -- Human magic-using religion (Ælven allies)
Dead Horse God Caverns -- Religious place of the Spades
Fort Bevits -- Tarin Tor's Fort accross from Skully's Har.
Golden -- Larger city 50+ miles down river from Skully's
Hell Lord -- Ælven name for the Tarin Tor leader.
Comm. Ki'own -- Leader of Ælvish contingent at Harbor
Knosso -- Large business owner in Skully's Harbor.
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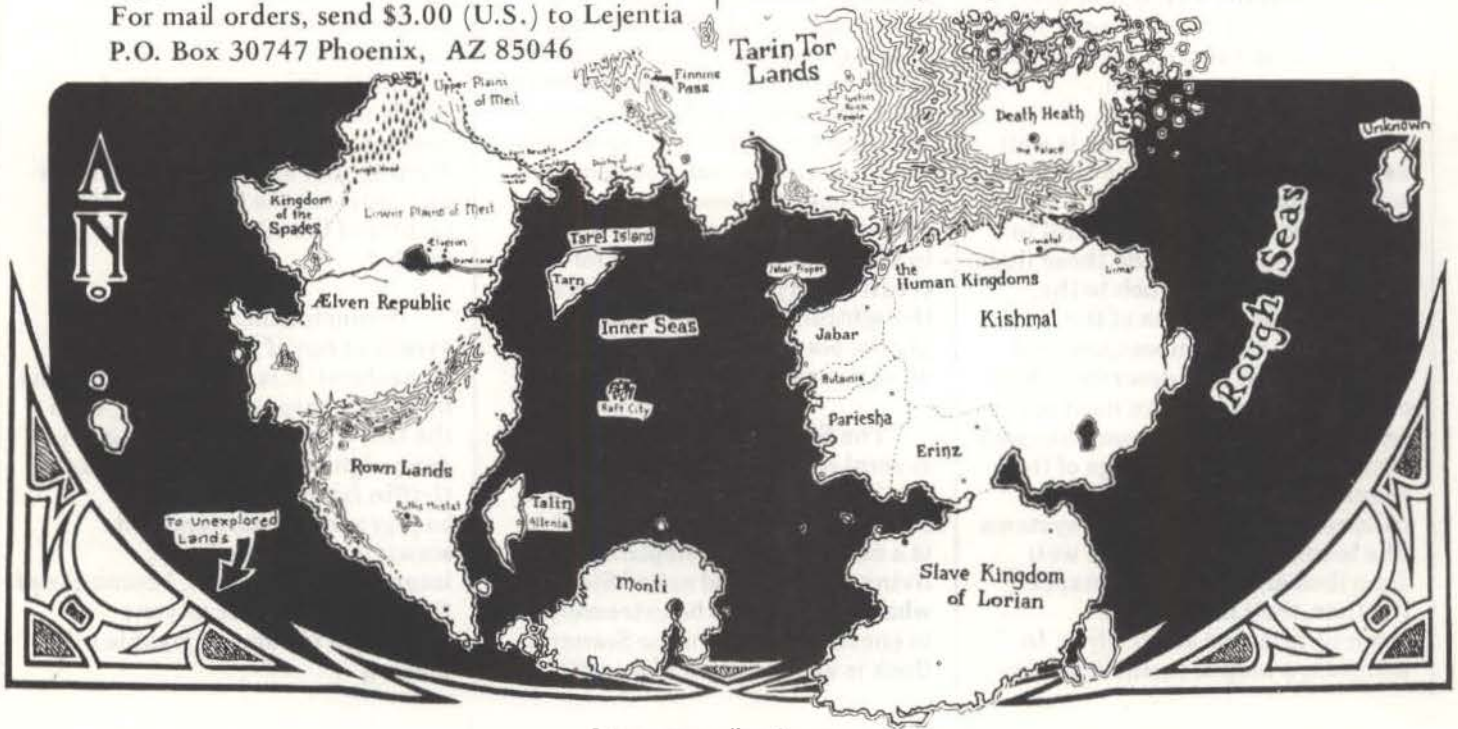
Markurk --Betting card game using 4 dice & 2 card decks
Navivian -- One of the 4 Ælven tribes (godess; Airendale)
Quin&Pick Stall -- Game of chance(like slot machines)
Ref Red -- Owner of a competiting Inn at Skully's Har.
River Styrom -- Main river that runs along Skully's Har.
Tarel Island -- Major trade & gambling center.
Tarin Tor -- Name of the Hellish army. (Ælves enemies)
Tri-cat – Betting card game using 3 decks.



GRIFFIN ISLAND

Published by: The Avalon Hill Game Company
Authors: Rudy Kraft, Paul Jaquays, greg Stafford, and Sandy Peterson
Editing, Productions: Charlie Krank
Price: $16.00
Complexity: Average
Rules Quality: Excellent
Graphic Quality: Reasonable
Reviewed by: Tim Robinson

Griffin Island is published by the Avalon Hill Game Company and is a re-write of the *Griffin Mountain* supplement for *Runequest II* put out by Chaosium. This boxed wilderness supplement has a 32 page Gamemaster Book, a 52 page Scenario Book, a book of Players' Handouts, and a large, poster sized map of the island. These books cover the history, politics, culture, and give a good description of the individual characters. While *Griffin Mountain* was a wilderness area located in Glorantha, *Griffin Island* is an island about the size of England according to the Gamemaster book. The adventure should easily fit into any *Runequest* campaign.

The Gamemaster Book is well designed as an aid for the GM. It is well organized and full of information potentially useful to any GM who likes to add those little details that add so much to the game. The description of the population, the composition, and likely jobs are well described. Also, covered adequately are most of the prominent people's personalities on *Griffin Island*, the feelings of the people about their rulers, their culture, and governmental systems. The towns and citadels are well described and throughly mapped. Further, they have ample opportunities for adventures. In addition, a map is included in the book of the island.

While the GM Book is well done, the Scenarios Book is truly the heart and outstanding feature of the Griffin Island supplement. Primarily, the book consists of thirty two minor, and nine major encounters. The minor scenarios are generally just one paragraph ideas for encounters. With a little creativity, however, a GM could have a great deal of fun with them. The major scenarios are standard, but have interesting twists added to them that spice up the adventure. Included are crypts to be plundered, temples to be raided, and bad guys to be stopped. These are generally one evening scenarios that are fun to play with plenty of room for creative playing. The designers thoughtfully provided "hooks" to get the players interested in going on various adventures.

The Scenario Book also has several interesting creatures that can be found on and in the waters surrounding *Griffin Island*. There is a new intelligent Reptillian race living on the island called Slarges, who could prove to be extremely fun to encounter. Also in the Scenario Book is a description of several unique treasures that can be found or quested for on *Griffin Island*. Thus, the Scenarios Book provides something that is truly needed, some pre-planned and pre-generated scenarios for the GM and some new ideas for other scenarios.

The third book, the Players' Handouts is a useful addition for the major encounters and information that can be found in the towns. It is a pre-made collection of information about *Griffin Island* that the players would be able to find out for themselves as they explore the island and meet the people. All the Gm has to do is cut out the various sections from the book and give the sheets to the players when needed. This is a very useful play aid. Furthermore, the map that is included is a large, 22 by 30 inch map of the island that shows quite a bit of detail.

The places for improvement are few. The only changes I would recommend are the addition of some extra personnel statistics in a separate section. Since much of the time in designing scenarios and adventures using the *RuneQuest* system is rolling up the characters, having some already generated villans is always appreciated. While not necessary, having the booklet would have been useful. Further, the artwork is functional and provides the GM with a clear picture of the situation when needed.

In conclusion, the game is an excellent buy if you play *RuneQuest*. It is useful to a GM who has a campaign established, or to the GM who wants to begin a campaign game using *RuneQuest*. *Griffin Island* has a good background, some excellent scenarios, and some new, interesting creatures. I recommend this supplement for anyone interested in some enjoyable role-playing.

DRAGONS OF GLORY

by Doug Traversa

Published by: TSR, Inc.
Designed by: Douglas Niles and Tracy Hickman
Price: $10.00

Despite its module format, this is not another AD&D adventure, but a separate, self-contained wargame based on the *Dragon Lance* series of books published by TSR. The evil Dragon Highlords are trying to conquer the world of Krynn, and the Whitestone forces must stop them. There are many neutral countries that both sides may recruit, thus increasing the size of their armies. There are also magic items, wizards, dragons, and leaders, all of which can affect combat. The combat results table is based on a ten-sided die instead of the standard six-sided, and there are many die roll modifiers. The table has a range of -5 to 16 for the die roll.

On first inspection, the game appears to be a real winner. The counters are beautiful, the maps are done in water color, which gives them an aged appearance. The rules are easy to read, and many of the mechanics are right out of TSR's old *Divine Right* game. Best of all, the price is only $10.00, a refreshing change in our world of $30.00 - $50.00 games.

Unfortunately, the old adage, "You get what you pay for", seems to apply here. The rules are shoddy, full of unanswered questions, and the scenario booklet if full of errors. After playing one basic scenario and two campaign games, we came up with over twenty serious rules omissions and found several errors in the set-up instructions for scenario 2. Here are a few examples:

In scenario 2, players are told to set up armies for Nereka and Sancrist. There are no armies for Sancrist, and the armies from Nereka are the Draconians, although the rules never explain this. We spent a good half-hour hunting for non-existing counters.

In a short review it would not be desirable to list all the problems with this game; but rest assured, there are enough to give players a real headache. I sent a list of our questions to TSR, and until I get a reply, *Dragons of Glory* will sit on my shelf. Playing it is not worth the effort. Until a comprehensive errata sheet comes out, avoid this game. If one does come out, *Dragons of Glory* could go from being the dog of the year to being a very enjoyable game.

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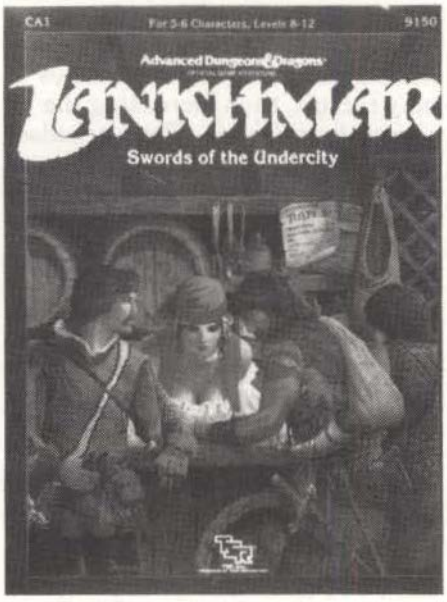
Swords of the Undercity

Publisher by: TSR
Written by: Carl Smith, Bruce Nesmith, and Doug Niles
Edited by: Anne Gray McCready
Price: $6.00
Complexity level: Moderate
Graphics Quality: Excellent
reviewed by: Stephen H. Dorneman



Swords of the Undercity is the first AD&D module for use with their recently-published *Lankhmar* city supplement. designed for 4-5 characters of levels 8-12, it is a 32-page adventure with a well laid out Gamemaster (GM) screen-style card stock cover, excellent production values throughout, and a plethora of useful data and errata for any Gamesmaster using the Lankhmar setting in their campaign. But more importantly, *Swords of the Undercity* is an adventure supplement that can help a gamemaster provide exciting, original AD&D adventure to his or her players without sacrificing the mysterious, magical feel of Fritz Leiber's creation.

The module is divided into three chapters, each playable as a separate adventure or as a linked series of encounters, with referee guidelines included for either situation. The first section, "The Secret of Urgaan of Angarngi" starts in the Silver Eel tavern, but most of the action takes place outside of Lankhmar in the Sinking Lands. In the second section, "The Web of Moog", the party has returned to Lankhmar and has to deal with some of the seamier citizens of the city in order to regain a number of stolen treasure items. The final section is titled "The Claws of the Shree-Kah" and will require the characters to enter the sewers that run beneath Lankhmar to the river Hlal, where they will encounter a unique race of monsters as well as the usual catacombs, creatures and cadavers.

The first section would seem to have the greatest potential for adventure, involving as it does the arcane geology of the Sinking Lands, a long-dead wizard's tower, and a beautiful young woman who falls in love with one of the player characters, but it is actually the weakest of the three. The trip to the tower is reduced to a series of random encounter checks, the Sinking Lands themselves summed up in the line:

"Although the earth may tremble in this adventure, it does not sink while the PCs are in the Sinking Lands."

Once at the tower the group will find mostly empty structure, with one killer trick that is avoided not by careful thought and planning, but by having lots of hit points. The introduction to chapter one, where the characters come into possession of a stolen book and must decide what to do with it, is the best part of the section. As a whole, this chapter will need the most GM work before the adventure can be successfully played.

Chapter two, "The Web of Mog" easily conveys a fine sense of what adventuring in Lankhmar is all about as the players attempt to recover a number of treasure items stolen from them over drinks in the Silver Eel. During the course of the chapter the players need to find out which of four possible suspects robbed them, locate where their stolen property is currently located, and raid the house of a powerful underworld figure to retrieve the goods before they are sold to representatives of two of the most powerful political factions in the city. The GM should be prepared to "wing it" when this adventure is played; there are many opportunities for the players to depart from the script, and only a few of these are covered in the module.

"The Claws of the Shree-Kah" concludes the adventure, and this section is probably the best of the three. It begins with a new monster completely detailed in the module, and an interesting addition to the Lankhmar bestiary. The monster attempts to seize one of the treasures the players found in chapter one, then lost and recovered in chapter two. A serious of attempts are detailed in case the first few fail. This time around, to recover their treasure the players must venture under the streets of Lankhmar into the ancient sewers beneath the city, for which a partial map is provided.

Seemingly your basic dungeon crawl, Niles raises this adventure above the norm with details on movement in the sewer environment, interesting minor encounters that could be easily fleshed out into adventures in their own right, and the Shree-Kah themselves, once human creatures at various stages of de-evolution that are fighting to defend the source of their existence, the Eye of the Leviathan, a new magic item detailed in the module.

A few complaints. Since there are really three separate adventures here, none of them is really fleshed out to the detail one might like. The longest is only 7 pages of text. Once again, TSR has included two pages of pre-rolled characters that can be used with the scenario -- I wonder how many people ever read these pages, preferring to use their own campaign characters. And the included maps are below average quality for TSR. These are minor points. Although the adventure is recommended for characters levels 8-12, even referees just starting a campaign with the Lankhmar city supplement will find plenty of value in this module.

RuneQuest Adventure Sheets: Human and RuneQuest Adventure Sheets: Nonhuman

Publisher: The Avalon Hill Game Company (1985)
Price: $10.00
Complexity: Elementary
Graphics: Good
Reviewed by: Guy Hail

RuneQuest is one of many roleplaying games published recently which contain only a few character sheets for use in the game. The Avalon Hill Game Company publishes these two boxes of adventurer sheets for those players and gamemasters who need additional sheets. They are printed in two colors like the ones provided with the game. In each box are three types of sheets, a *RuneQuest* adventure sheet with a sketch of a male figure, another with a sketch of a female figure, and a third with a generic armor diagram. The nonhuman sheets have sketches of broos, centaurs, ducks, dwarves, elves, halflings, ogres, orcs, and trolls. Nonhuman generic sheets do not have the human standard diagram but have a list of locations for armor and hit points.

These sheets improve over the sheets supplied with the *RuneQuest* game. Each nonhuman race has a sheet which lists skills and abilities appropriate to that race. For example, Broo sheets do not have human lore, their sheets have Broo lore; Troll sheets have dark scan and dark search skills. The base percentiles have been changed to match the race depicted in the sketch. The front of the sheets (with the sketch) is unchanged from the earlier sheets. The bottom half of the back side of the new sheets is divided into a list of skills, spells, weapons, hit locations and armor points, and a list of characteristics. The top half has a space for "other notes, skills, spells, and treasure" as before.

This is not enough room to write in your skills, weapons, and percentages. A player has to be able to write in six point type, and neither I nor my players have that ability. At a time when roleplaying is controversial the semi-nude sketches will draw unfavorable attention.

After spending almost $75.00 on *Deluxe RuneQuest*, *Monster Coliseum*, and *Vikings*, why would you want to pay another $20.00? At 15 1/2¢ each these well-designed character sheets are printed on both sides using two colors. Most RPG character sheets are single-sided, single-color and copy well. *RuneQuest*'s sheets do not copy well. When my wife and I begin playing an RPG often enough to create many characters, we design our own sheets with space for skills, weapons, and treasures based on our experience playing the game. But if you can write small and don't have enough sheets for your characters, by all means buy these excellently printed ones.

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Call of Cthulhu

Published by: Chaosium Inc. & Games Workshop L.T.D.
Designed by: Sandy Petersen
Price: $20.00
Complexity level: High
Rules clarity: Good
Graphics quality: Excellent
Reviewed by: Lisa Cohen

The role playing game, *Call of Cthulhu*, is based on the Cthulhu mythologies written by H. P. Lovecraft which are about adventures of horror in the 1920's. This game comes in a hardbound book instead of a boxed set. Included are four different books in one: the Investigator's book, the Keeper's book, the Sourcebook for the 1920's and the Cthulhu Companion. Also included are new character sheets, new monster sheets, maps, scenarios, color plates and excerpts from the **Necronomicon**. The Investigator's book contains information available to players creating the investigator, games system and skills and information about sanity. The Keeper's book contains information only for keeper (Game Master) such as: the Cthulhu mythos, magic and spells, how to game master and ready to play scenarios. The source book gives all the players and game masters information about the 1920's: a time line, biographies, companies, crime, travel, weapons, price list and beasts. The Cthulhu Companion is a reprinting of the first companion which includes information that was compiled after the first edition of the box set of *Call of Cthulhu* and includes information from the first couple of scenarios. In this part there are more Cthulhu mythos, source book additions, rulebook additions, scenarios and more excerpts from the Necronomicon (including prayers). The character and monster sheets have been re-organized for spotting skills faster. These need to be copied for player's use.

I think there should be given a round of applause to Chaosium Inc. Games Workshop L.T.D. and Sandy Petersen. The hard cover edition of *Call of Cthulhu* is the best reprint of this game I have ever seen. If you are a game master that runs from house to house with a briefcase full of books, this book is for you. It is light to carry and nice to look at. The graphics presentation in this book is excellent. The cover picture is very nice. Tom Sullivan did an excellent job showing complete and utter fear. Two people are at the bottom of an ominous mansion that has a tentacle about seven feet in diameter and who knows how long, going up the driveway and on to the twisting steps to the unsuspecting victims. Inside the book, there's more! there are eight different color plates done by John Blanche, Lee Gibbons and Les Edwards. These picture alone make the book well worth the price. the horrors are printed on a full glossy page that really makes a person shiver. The details and colors make the pictures memorable. There are also pictures of monsters with their descriptions.

Besides the pictures, the book is put together so that charts and tables are easy to find. They are highlighted in a grey box which can be spotted by the flip of a page. Pages have been rearranged so as to flow logically with the themes of the book.

The table of contents makes it very easy to find anything fast by separating each book's contents by a bar on the page and dividing the books by a title page throughout the book.

This book can be for collectors of art, players, or anyone interested in knowledge about old time occult. It is the one reprint that is worth the money.

Call of Cthulhu Keeper's Screen

Publisher: Chaosium, Inc. (1985)
Price: $6.00
Illustrated by: Tom Sullivan; silhouettes by Lisa A. Free
Complexity: Elementary
Rules Clarity: Excellent
Graphics: Good
Reviewed by: Guy Hail

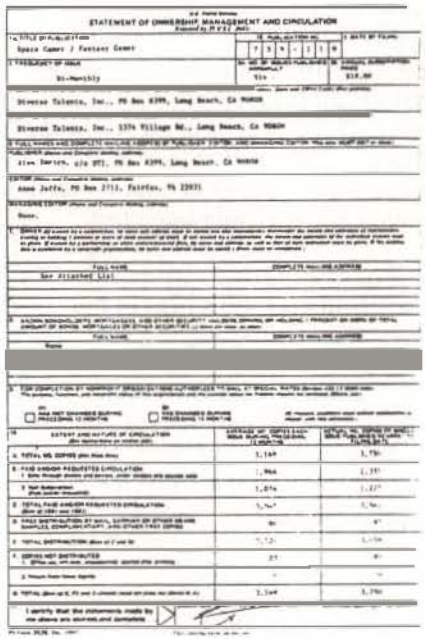
To assist the Keeper in judging weapon damage, inflicting sanity loss and phobias, and tracking books, entities, and miscellany for *The Call of Cthulhu*, Chaosium has published, four years after the first edition of the rules, a three-panal cardstock gamemaster's screen for *The Call of Cthulhu*. The Keeper's side of the screen has tables for ranged weapons, melee weapons, damage bonuses, monsters, spells, loss of sanity, institutional disasters, typical SAN losses and books of the Mythos. A small box on the screen indicates the rule and

value changes are official corrections of the earlier editions. The player's side of the screen is decorated with a paunchy Cthulhu flanked by two elder signs.

There are changes to the ranged and melee weapons tables. The melee weapons tables lists some new weapons: bullwhip, scythe, spear and sickle and adds that a wood axe is a two-handed weapon. The ranged weapons' table adds a variety of thrown weapons like knives, rocks, boomerangs, and grenades, and their damages and ranges. There are minor corrections to the monster list, e.g., Yog-Sothoth may only appear on Earth as Tawil At'Umr or as iridescent spheres.

The new weapons' tables are useful, but the charts for Mythos books, spells, and damage bonuses are not. I have yet to run a campaign where I randomly decided the books discovered and spells known. The character sheets have a space for damage bonuses; so when would a Keeper need the chart to calculate damage bonuses during a session of play? The spell, book and monster tables are reproduced exactly from the second edition and do not include any spells, books, or monsters added in the *Cthulhu Companion* or in any published supplement.

The new tables will settle some disputes about thrown weapons, and a Keeper should have a cthuloid screen to hide his secrets from nosy investigators, but Chaosium should have used this opportunity to cumulate *Call of Cthluhu's* monsters and spells in a single supplement.



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Circle Reader Service # 15

This issue's books' column presents recommended reading from a gamer's perspective.

Space / Fantasy Reader

by J. Michael Caparula

Role-playing games and works of fiction are both storytelling devices. Both are narrative in structure and presentation, and rely on setting, character, and plot to spin a tale. In this way, they are mutually beneficial. Readers of science-fiction and fantasy would do well to apply their experience to a role-playing environment; conversely, role-players can enhance their abilities greatly by reading the fiction that inspires the games.

I hope to use this column as a forum for presenting and discussing recent works of SF and fantasy that would appeal to the interested gamer. I consider myself primarily a gamer, and, like many of you, it was through **D&D** and **Traveller** that I discovered Tolkien and Heinlein. However, I feel that much of the gaming genre is drawn from the "shlockier" side of science fiction and fantasy. I hope to present works that will enable GM's to infuse campaigns with a richer level of color and detail. I also hope to treat these books as works in their own right, providing fiction fans with at least a darn good read. Naturally, my personal biases and author preferences will taint this section a great deal, thus, I welcome and encourage reader response in care of **Space Gamer / Fantasy Gamer**.

If I had to single out my favorite science fiction writer, it would have to be the master of illusion and slight-of-mind, Phillip K. Dick. His untimely death in 1982 left a legacy of close to fifty novels, in addition to many unpublished manuscripts, which are now appearing posthumously. The latest is **Radio Free Albemuth** (Avon, 212 pp., $3.50) and concerns the same spiritual and metaphysical issues that plagues much of Dick's later work. The protagonist is Nicholas Brady, a lazy, self-involved, record store clerk in an alternate America of the 1960's. Brady becomes obsessed with an alien, benign intelligence called Valis that communicates with him in his sleep. He begins obeying its suggestions be relocating his family and hiring on with a record company, where he meets another contactee. Together, they engineer a plot to overthrow America's despotic president Ferris Fremont (Nixon?) by recording subliminal tracks into the company's latest releases.

The tale is told on two levels, and by two characters, Brady and Dick himself. Much of the book speculates on the nature of Valis; is it God? Christ? A satellite? A universal intelligence? Some combination of these? Dick connects the Valis concept with episte- mological and Gnostic traditions; the amount of research suggests that perhaps Dick was himself personally involved with Valis. The other "half" of the novel is a frightening portrait of America locked in the grips of self-righteous paranoia, a timely vision of the Reagan era. The final result presents a satisfying (albeit enigmatic) conclusion to his "trilogy" of Valis novels (**Valis** and **The Devine Invasion** being the other two).

Dick's influence can be found in the current so-called "Cyberpunk" movement, spearheaded by William Gibson and attracting a lot of young, up-and-coming writers. These books are characterized by dazzlingly detailed futures told in a rapid-fire, Raymond Chandler style. If you're new to this trend, pick up Bruce Sterling's **Schismatrix** (Ace, 288 pp., $2.95), a jolting, kaleidoscopeic space saga that O.D.'s on imagination. The solar system of the 22nd Century is politically split between two factions, The Mechanists, prostheticized technocrats, and The Shapers, genetically-altered supermen who maintain power through family ties. The story is a series of episodes involving exiled Shaper Abelard Lindsey and his struggle against a life-long rival, Shaper kingpin Phillip Constantine. The action is set against a geometrically-accelerating future-history that boils over with unforgettable details; lunar colonies with currency based on time in a brothel, ancient spacecraft requiring roaches as part of their ecosystem, control consoles with audio readouts, alien merchants with hive-like social orders, plus a plethora of political movements (like the Preservationists, the Cataclysts, and the Zen Serotonists, a "non-movement") and drugs. By the way, Sterling is an ex-gamemaster, and alert readers will find a subtle gaming joke herein.

In a more traditional SF vein, we have Michael P. Kube-McDowell's **Empery** (Berkley, 325 pp., $3.50), the third and final installment of his Trigon Disunity series. The trilogy follows a logical conceptual progression: in **Emprise**, humanity is confronted with the presence of an intersteller civilization; in **Enigma**, the question that their nature and presence poses is explored; and in **Epery**, the political repercussions of the answer to that question are played out. Without giving too

much away (for there are surprises apleanty in all three books), **Empery** centers primarily on the characters of Harmack Wells, an influential member of a secret society called the Nines, a group dedicated to the extermination of man's ancient nemesis, and Jennell Sujata, reluctant chancellor of the Unified Space Service, who opposes Wells' ambitions of interstellar war. The first half of the novel is political in nature, as we observe the maneuver of factions within and without the USSR. In the latter part of the book, we follow Sujata's desperate attempt to stop a war that only the powerful man wants. Meanwhile, Merritt Thackery, the central character of **Enigma**, has plans of his own. The book is gripping, tense, and very well written. Kube-McDowell demonstrates how easily well-meaning representative councils can rapidly degenerate into military beauracracies. I highly recommend this series.

The central idea behind Terry Brooks' **Magic Kingdom For Sale ... Sold!** (Del Rey, 373 pp., $4.50) should appeal to fantasy role-players. Ben Holiday is a bored but wealthy Chicago lawyer who answers an ad in a Christmas catalogue for the kingship of an honest-to-god fantasy world. As it turns out, he is one of a long line of deadbeat kings from our world, part of a scheme by an ex-court mage to keep the kingdom without a strong ruler and perpetually "for sale". This wonderful concept is wasted on an uninteresting world and an unattractive main character, who doesn't do anything intelligent until the end, and even then it's only through his dogged perserverance that he triumphs. Some of the secondary characters, particularly the bumbling mage Questor Thews and Abernathy, the canine scribe, are kind of fun, but the book basically goes through the motions with very little in the way of invention. I think Brooks could have done better, considering that his "Shannara" novels at least benefited from a colorful world setting.

My thanks to Kent at Timewarp Bookstore in Boulder, Colorado for his help in compiling my reading lists.

OUT TIME DAYS

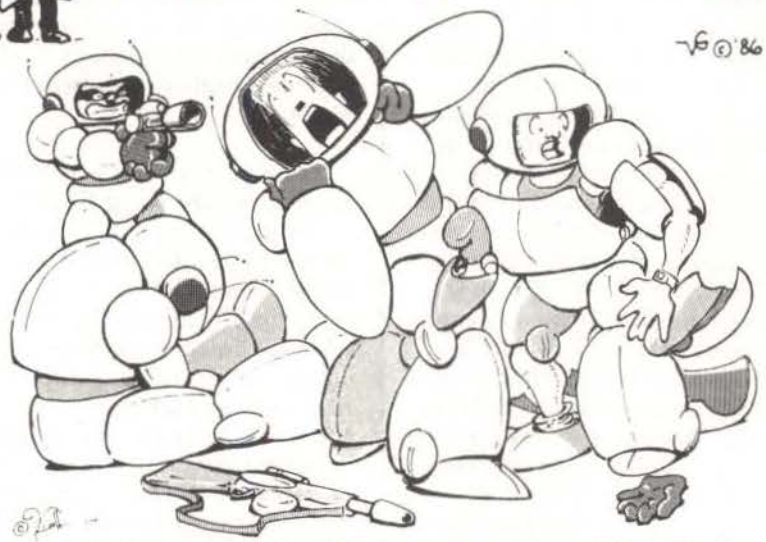
Ever want to be a character in the books you've read? Or help rewrite some of the chapters? Here's your chance! You are a Time Traveler thrust into a world that you know little about, using all of your skills and contacts to make alliances with the inhabitants, watching out for spies, assassins, false rumors, and those Time Travelers who have chosen to join one of the 'other' sides. Of course, you will have your ever-loyal band of followers to help guide you through this new world. With the right information and some good timing, you can change history to your benefit.

OTD is a role-playing game played through the mail. To begin writing your part of the story, send $15 for a rulebook, start-up, and first five turns (or $2 for just the rules) to:
TWIN ENGINE GAMING, 3254 Maple Leaf Ct., Dept. 710, San Jose, CA 95121

Circle Reader Service # 16

RULES MURPHY'S

By Tim Callender



Stacking limits in OGRE (Steve Jackson Games) imply that units require a half mile of room to function efficiently.
-Doug Porter

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Circle Reader Service # 19

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MONARCHS - It is the 18th century, Europe is ruled by powerful monarchs such as Louis XIV, Peter the Great and Charles XII. You have troops, ships, siege guns, and forts which you use to impose your will on Europe. Military might is not enough to win. You must arrange marriages among the crowned heads. You can lose on the battlefield and still win in the bed chambers.
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Send all Subscriptions and Setups to:

JEM Software Inc.
904 Silver Spur Rd. Suite 287
Rolling Hills Rd., CA 90274

Circle Reader Service # 17

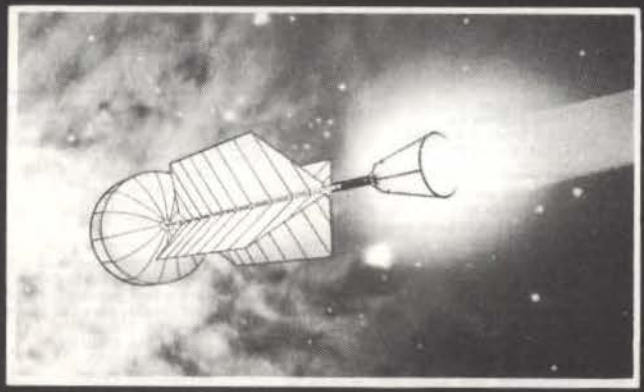
In the MIDDLE EARTH RPG (Iron Crown Enterprises), a normal house cat can disembowl a human with a swipe of its paw.
-Jayson Gralewicz

In PARANOIA (West End Games), it is possible to be so macho as to only be stunned when hit by a tactical nuclear warhead.
-Michael E. Iacca

Orion

Combat Near the Speed of Light

A Tactical Interstellar Wargame for 2 to 4 Players



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Available in all good game stores. Enquiries to:

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Circle Reader Service # 18

Gamer's Guide: Classified

The Gamer's Guide: Classified is a service we provide our readers. As you might expect with ads of this kind, "let the buyer beware." This magazine makes no guarantees to any seller's claim, nor is responsible or liable for such. You're on your own.

Each ad is allowed 30 words of text plus a name, address and phone numbers (home, indicated by an H-; and work, indicated by a W-) and runs for three consecutive issues (or, for Conventions, until the convention begins, whichever comes first!).

There are 8 categories in which you may place your own ad: Opponents Wanted, $1; Buy, Sell, Trade, $2; Game Clubs, $4; Conventions, $4; Publications, $8; Play-by-mail, $8; Retail, $8; and Wholesale, $8. The costs for running different types of ads are as indicated.

All ads should be sent, along with checks or money orders made payable to:

SG/FG
Dept.GGC
P.O. Box 8399
Long Beach, CA 90808

Opponents Wanted

Want to play MERP/Rolemaster. Experienced AD&D DM. Prefer west side of L.A. but will travel. Please leave message on machine.
Dan Cargille
13303 Summertime Lane
Culver City, CA 90230

Expert DM seeks experienced AD&D players for a new campaign. Call or write.
Lenard Lakofka
363 Wisconsin Ave.
Long Beach, CA 90814
H-(213) 433-4521
W-(714) 892-3331, x 277

Antelope Valley Gamers: Play ASL, SFB, UIP, Empires in Arms, Pacific War, most AH and VG. Assault, prefer multi player. Interested in newsletter?
Steve Cooley
3551 Casamia Ave.
Palmdale, CA 93550
H-(805)947-5177

Interested in gaming in Albuquerque area? Am into: Up Front, Cosmic Encounters, Ogre/GEV, AD&D, Illuminati, railroad games, and computer moderate multiplayer games. Call if interested.
Mike Arms
5600 Gibson Blvd. SE #349
Albuquerque, NM 87106
H-(505)268-513
W-(505) 844-1198

TFT/ATL/Wizard/Melee maniac seeks players for TFT campaign. Swashbucklers and woodsmen preferred. Call or write.
Errol K Bayburt
208 Caroline
Rochester, NY 14620
H-(716)46-5181
W-(716)275-6991

Looking for AD&D group, San Diego or South Bay area. Prefer over 18 yr auld. Interested in other RPGs as well.
Alan Beard
419 Stoneridge Ct.
Bonita, CA 92002
H-(619)421-8379

Board game opponents wanted: Cosmic Encounters, Junta, Risk!, Speed Circuit, etc. I have an entire closet full of games! Trying to get a group together to play every couple of weeks.
Glen Brumbaugh
8631 Stockton
El Cerrito, CA 94530
H-(415) 526-2599
W-(415) 627-3194

Eclectic Gamester seeks devious, blood thirsty, machiavellian opponents for strategic/tactical game playing, preferring weekend assignations. Titan, Railroad, Colonizing, Empire building, Fantasy/Sci Fi all enjoyed. Allergies to small animals.
Alasdair Burton
131 E. Mountain St.
Glendale, CA 91207
H-(818) 243-7654
W-(213) 825-9824

Have and will play almost all wargames or RPG. Have more experience with RPG. Have played 7+ yrs. Travel mostly in So Cal area.
Gary Bush
1021 W "B" St. #7
Ontario, CA 91762
H-(714)391-3083

Interested in strategy boardgaming, computer wargaming, (not miniatures or D&D). Also, any local clubs? Any local, mature traveller groups? 35 yr. old married professional. Call evenings. Also big PBM fan.
Mark Buxton
2387 W. Mystic Lane
Anaheim, CA 92804-4225
H-(714)999-0934

Games played: SFB, Third Reich, Flat Top, etc. Prefer after 5pm M,W,T,F. Skill level ave. Ages 23+. Have car, will travel.
Wayne E. Chick
1101 N. Steele Dr.
Brea, CA 92621
H-(714) 529-5665

UC Riverside student looking for players interested in James Bond 007, Dune, Champions. Willing to try other similar games. Prefer weekends. Have ability to travel.
Jeffery G. Clinard
4895 Archibald Ave.
Rancho Cucamunga, CA 91701
H-(714) 989-9821

Prefer age 18 or older for SFB, PanzerBlitz/Leader, Dr. Who RPG, Assault series, Vietnam, Illuminati, Stalin's Tanks, AD&D. Always willing to learn or teach new games.
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Walnut Creek, CA 94596
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Mature normal adults game weekends in Salt Lake Valley. Expert at Kingmaker, Samurai, Dune, all berus games, AD&D, SFB, Illuminati, Car Wars, Nuke Em. Can muster any others.
Tom Ritchie
8354 Top of the World Dr.
Salt Lake City, UT 84121
H-(801) 943-0220

I am an experienced wargamer looking for new opponents. I will play boardgames or RPGs. Weekends are best for me and I have transportation. Call after 3pm
Neil Emerson
9022 Ohio St.
Los Angeles, CA 90034
H-(213) 837-8314

Looking for adults living in SF/Peninsula area interested in RPGs, preferably Rolemaster or AD&D, who are running a campaign or wish to be players in mine.
Michael Flynn
978 Ronald Ct.
Half Moon Bay, CA 94019
H-(415) 726-7850
W-(415) 375-5381

The Classifieds...
A gamer's guide to the world!

RPG players, if you have a computer with a modem, call me and play Call of Cthulhu, Warhammer, AD&D, Questrealm, TMNT, Traveller and more! Hundreds of eager opponents await your call!
The WAR BOARD BBS
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Favorite games: Illuminati, SFB, Ogre, Ringworld RPG, History of the Second World War, NATO: The Next War in Europe and Judge Dredd RPG.
Jeffery Charles Glass
500 154-A Peconic St.
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H-(516) 981-5570
W-(516) 234-2019

REACH OUT AND CRUSH SOMEONE
Try an Opponents Wanted ad!

Looking for players of Star Frontiers and Knight Hawks, you are wanted to help fight the SATHAR! I'm also a beginning miniatures player looking for a game, war games, too.
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H-(818) 702-0670

Players/opponents wanted for AD&D, the Hero System, SFB. Willing to play/DM other wargames/RPGs. New York city area and Alfred/Hornell/Canisteo area. Mature players preffered.
John A. Hammer
79 10 Bell Blvd.
Bayside, New York City, NY 11364
H-(718) 479-6088
H-(607) 871-2270

Wanted: Mature, level headed gamers to participate in a SFB campaign using simplified rules. Please contact:
Jim Heydon
6424 Haseltine Ave. #E
Van Nuys, CA 91401
H-(818)986-1951

Will play all wargames and D&D. Intermediate skill level. Preffered playing time is in the evenings.
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2115 Harmosa
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I play almost every FRP and boardgame made, but mostly Champions, around the 200-300 pt. level. Mature gamers only. Available weekends and possibly weekdays. Please call after 4pm.
Kai R. Houston
510 Walnut #1
San Carlos, CA 94070
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Boardgames, Miniatures, RPGs in Sacramento area. Particularly the Haro Games System, Iron Clads, Airforce/Dauntless, Wings, Traveller, modern and naval miniatures, System 7. Will gamemaster and referee. Call evenings.
Marc Hasbrouck
1503 Fulton Ave. #63
Sacramento, CA 95825
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I am an experienced Traveller, Twilight 2000, SFB and Star Trek PD player and GM, looking for individuals and groups to play on weekends.
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19662 Segovia Ln.
Yorba Linda, CA 92686
H-(714) 920-2727

Intermediate to advanced SFB opponents wanted preferably 20+ yrs old. Play at my place or yours. I live in La Mirada area.
Victor Ippolito
13119 El Moro
La Mirada, CA 90638
H-(213)921-9418
W-(213) 531-1121

Bay area group looking for gamers, new and experienced. We play all games, primarily SFB, Miniatures, and many AH. Willing to teach or learn. We emphasize FUN!
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Castro Valley, CA 94552
H-(415) 537-9356

HELP! Experienced adult RPG player (age 24) seeking campaign in the MD/DC/VA area. GURPS (preferred), AD&D, CoC & 20's Roleplaying. Also interested in MERP and Twilight 2000.
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H-(301) 871-2886
(After 5:30p weekdays)

Nevada Autoduelists Unite! I would like to form a Reno/Carson City AADA club. If you are interested call me. I also play Traveller, Champions RQ, TMP and Europa.
Brian Lenhart
3668 Silverado Dr.
Carson City, NV 89701
H-(702) 267-3521

Adult boardgamer moving to Trenton Falls, NJ seeks local opponents for fun gaming. Own 100+ games, enjoy playing Up Front, Civilization, VITP, Iroobottom Sound, Operation Market-Garden, and Ney vs. Wellington.
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10 Charles Dr.
Neptune, NJ 07753
H-(201) 922-2961
W-(201) 699-6287

I'm looking for high school or college underclassmen to play Carwars, Haros Systems, Traveller, or Rolemaster. No D&D. Prefer local gamers. Not available on Sundays or Wednesday nights. Also, wanting to start a club here.
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H-(818) 957-0745

GM/player looking for Hero System, Chaosium GM/players. Knows rules well, need experience in running/playing. Want to have regular weekly meetings. Will travel.
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Looking for GMs or players for RQ3, Pendragon, or other Chaosium games, and wargames (ie. Dragon Pass, Civilization, etc.). Call after noon.
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Tired grey-haired grognard afflicted with rules brain needs similar nearby opponents. Let's learn a few games for regular play and drop out of the play once and toss rat race.
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867 W. Oak Knoll Dr.
Brea, CA 92621
H-(714) 529-9716
W-(714) 558-7008

Experienced Boston area gamer seeks FTF opponents/groups for vario s wargames and /or FRP adventures. Enjoy well-run and mature AD&D, AH, SPI, GDW, etc.
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Forest Hills, MA 02130
H-(617) 522-5822
W-(617) 890-4760

Jim Lowerre
1415 Parkbaveo Dr.
Anaheim, CA 92801
H-(714) 996-1756
W-(714) 720-4189

Mature 17 yr. old looking for players/GMs in the Brooklyn/Manhatten area. Played AD&D since 1980 and any other games, too. Will play any game, any category. Interested in forming a game club.
Richard Powers
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Brooklyn, NY 11209
H (718) 238 7597

R.C. Chiofolo
132 Corbett Ave.
San Francisco, CA 94114
H-(415) 621-0232

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Belcourt, ND 58316
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Interested ambassadors from nations and empires throughout the galaxy are invited to have representatives participate as commanders of their respective fleets in combat simulations at Star Fleet Command Training Center.
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WarRoom
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Riverside, CA 92503-5663
H (714) 351-9787

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Scott Ruggels
834 Fielding Dr.
Palo Alto, CA 94303
H-(415) 856-0591

Wanted: Regular players for Champions or Car Wars. Meet in Riverside, Sat. from 4pm til 11 or 12pm. Please write or call.
John Sampson
24596 Covington Way
Moreno Valley, CA 92388
H (714) 242-5950

Top notch opponent with many gaming friends. Specialties: SFB, RPGs, Civilization, Diplomacy, Car Wars, et al. With contacts, will provide challenge in every typo of game! Get in touch!
Robert A. Sassone
10444 Falcon Ave.
Fountain Valley, CA 92708
H-(714) 962-8107

Games played and skill: SFB, advenced; Federation Space, intermediate; Champions, beginner/intermediate; Federation & Empire, beginner.
Gary R. Snow
1520 W. Peoria Ave #157
Phoenix, AZ 85029

San Antonio gamers: I'm moving there in August and want to find adult players of civilization, modern miniatures, modern land board wargames and runequest.
Ian L. Straus
4127 Pleasant Run Rd. #220
Irving, TX 75038

Bushido players wanted. If you are interested in participating in a campaign please contact me. Adults only. Bonsai!
David Wilkin
224 S. Rodeo Dr.
Beverly Hills, CA 90212
H-(213) 227-5919

Need experienced FRP gamers (AD&D). Emphasis on role-playing, character development, not hack and slash, in a well developed setting. Must have transportation. Join the adventure!
Anthony Vervoort
18125 Via Owen
San Lorenzo, CA 94580
H (415) 276-3553

TIRED OF PLAYING WITH YOURSELF?

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Buy/Sell/Trade

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David Carl Argall
1300 Ballista
La Puente, CA 91744
H-(818)917-6568

WANTED: The John Carter Warlord of Mars Adventure Handbook. Willing to pay $20.00. $10.00 for a complete photo copy/buk. Also looking for the Warlord of Mars miniatures made by Heritage.
Von Campbell
P.O. Box 195
Oleacce, CA 95232
H (2 9)293-4939

For Sale: 150+ games, S&T, Wargamer, Ares, Moves, Space Gamer, D&D Modules & original rules. Old SPI (many unopened), Avalon Hill. Most games unplayed. Send SASE for list.
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Clearwater, FLA 34615
H-(813) 443-5944
W (813)461-3311

A Small Ad Attracts More Business Than No Ad

Selling collection of Cerebus comics, some early Dragon and Space Gamer mags, collection of Lovecraft and other Cthulhu mythos paperbacks. Write or call before 4pm PST.
Mike Ciompil
5262 Osman Ct. #50
Las Vegas, NV 89103
H (702)367-6841

Many Sci Fi games and Traveller accessories for sale. Excellent condition. Liquidating my personal collection at very low prices. Send for a complete list.
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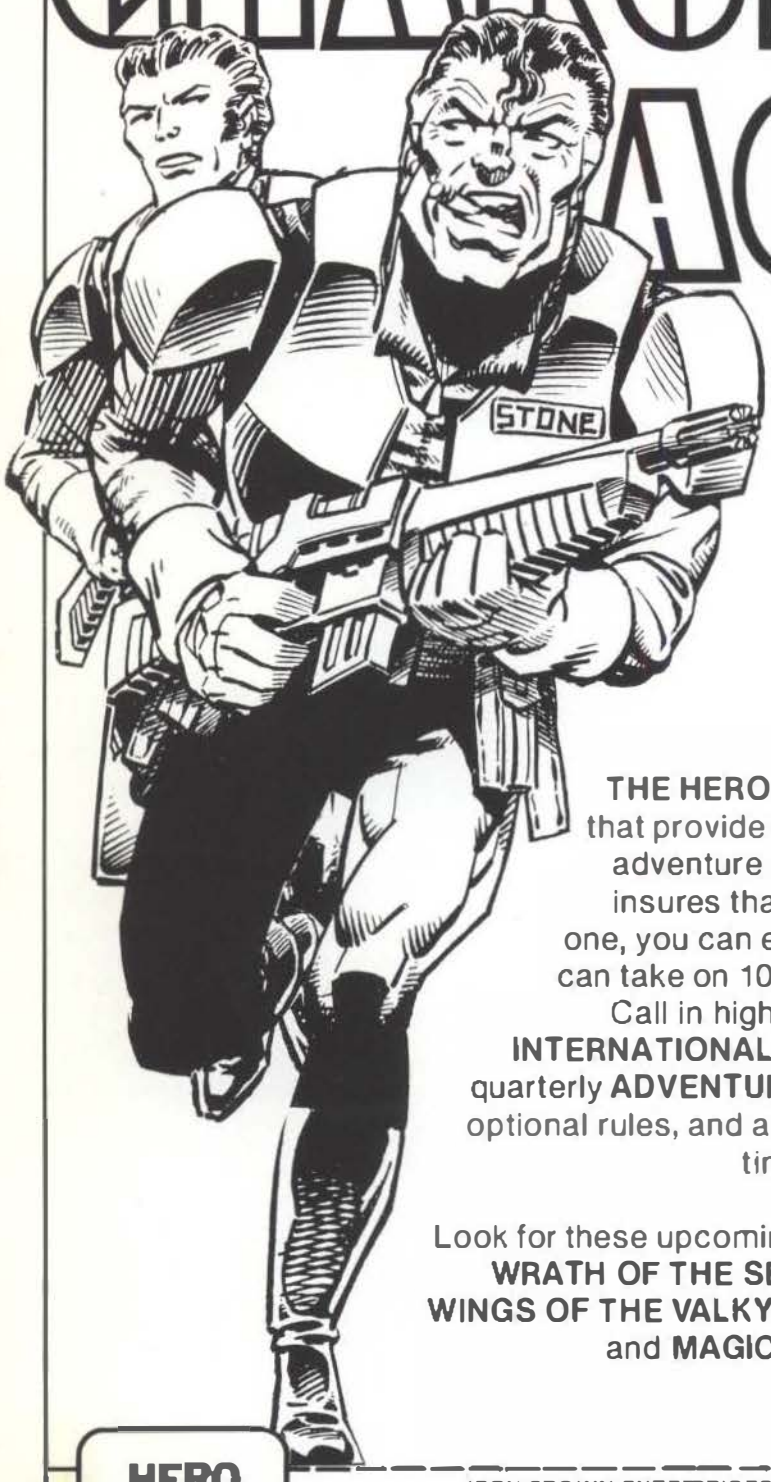

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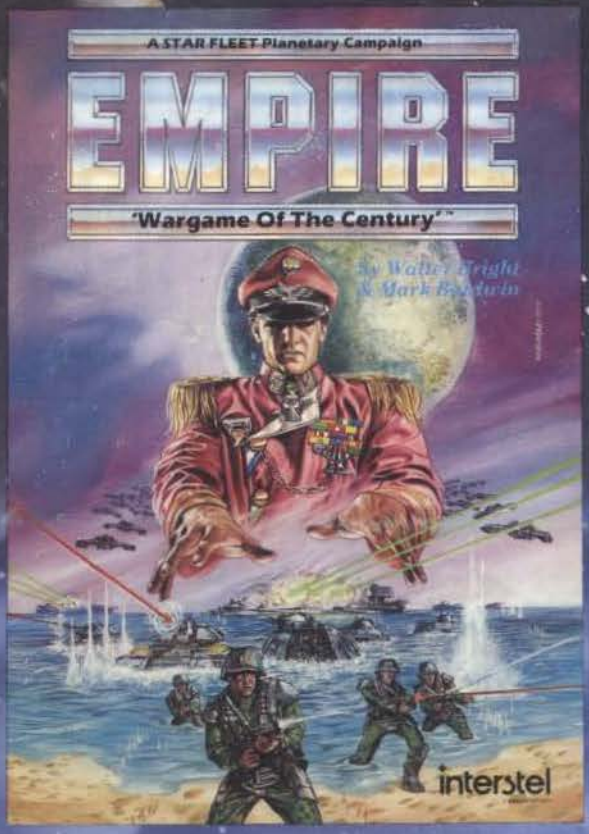

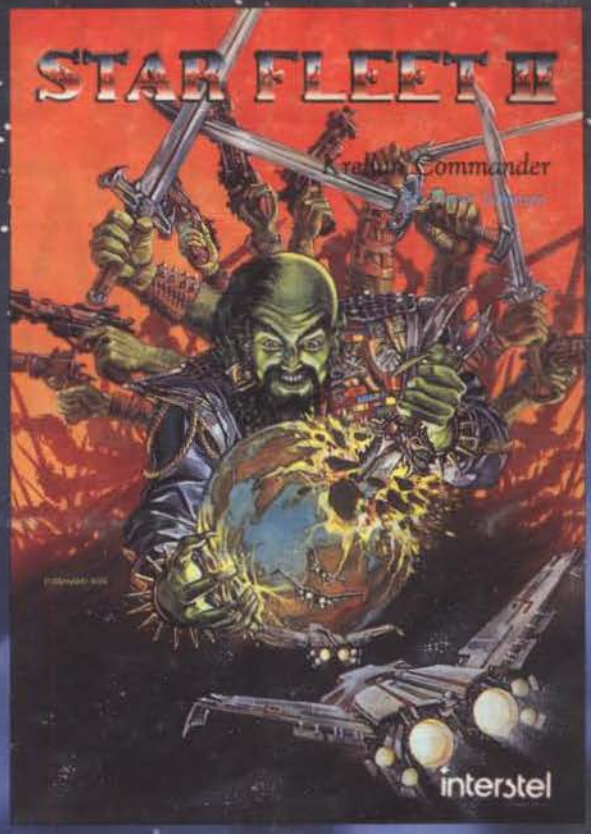

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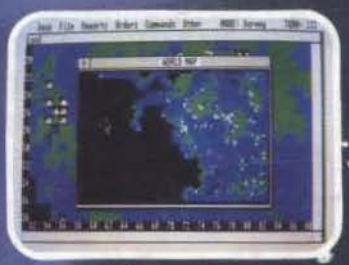

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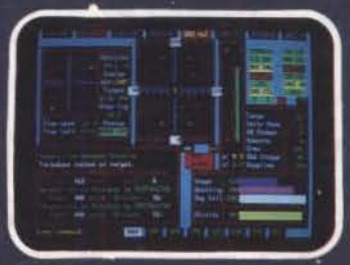

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